

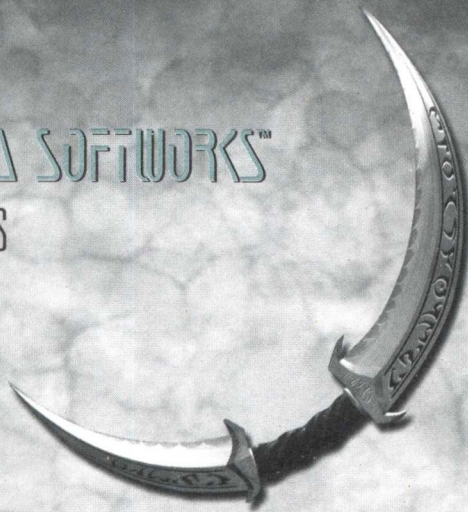
BATTLESPiRE™

Athenaeum



Ronald Wartow

BETHESDA SOFTWARES™
presents



THE
BATTLESPIRE®
ATHENAEUM

by Ronald Wartow

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CONTACTING BETHESDA SOFTWARE

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Virgin Interactive Entertainment:

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SYSTEM REQUIREMENTS

COMPUTER: IBM and 100% Compatibles.

OPERATING SYSTEM: Microsoft DOS 6.0 or greater.

CPU: Pentium 133 mhz

VIDEO CARD: SVGA with VESA 2.0

CD-ROM DRIVE: 4x CD-ROM drive required; MPC LEVEL 2 REQUIRED.

MEMORY: 16 MB RAM required minimum.

HARD DISK DRIVE: 200MB available space required for minimum install.

SOUND CARDS SUPPORTED: Sound Blaster,[™] Sound Blaster Pro,[™] Sound Blaster 16,[™] AWE 32,[™] Pro Audio Spectrum,[™] Ensoniq Soundscape,[™] Gravis Ultrasound,[™] and 100% compatibles.

INPUT DEVICE: Microsoft 100% compatible mouse required. Joystick optional.

WINDOWS 95 COMPATIBILITY: Compatible in MS-DOS mode with 16-bit CD-ROM and mouse drivers installed; compatible in MS-DOS box with sufficient free RAM.

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WHAT'S IN THIS BOOK

Battlespire is a huge, long-play, challenging fantasy role-playing game (RPG) of intrigue and high adventure. You will confront fiendish puzzles, intense real-time combat, imaginative spell-casting, and an intriguing story, guaranteed to keep you on the edge of your seat.

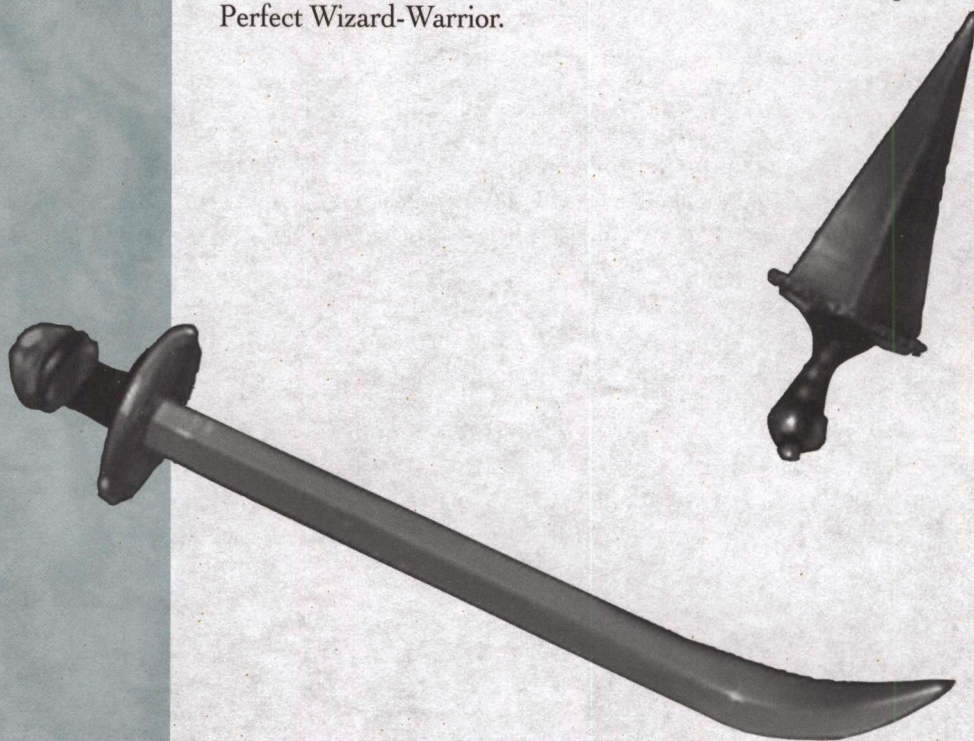
This book provides the most complete *Battlespire* walkthrough imaginable. No mystery or bewildering challenge is left unsolved. Easy-to-follow solutions, direct answers, and visual maps covering all dungeons, mazes, puzzles, riddles, and quests assure you a leisurely saunter through the mysterious and complex Battlespire.

Pick up tons of useful information. Consult the meaty miniguides to exploration, real-time battles with monsters, and the powerful and innovative magic system. Learn to create as many saved games as you wish, even outside the *Battlespire* program, to preserve tons of favorable game positions. Find reliable ways to defeat the unbelievably strong Daedra, and perhaps Mehrunes Dagon himself, Battlespire's chief villain.

This book exposes the inner workings of *Battlespire* taken directly from the game's design documents. The actual programming code provided endless detail, for those who wish to examine and analyze the complicated formulas for how things work. Many tables, charts, and maps will give you special insight into how to overcome those pesky obstacles that inevitably pop up.

Experience the fascinating, intricate, unfolding story of *Battlespire*. For those of you who completed Bethesda Softworks' other role-playing magnum opuses, *Arena* and *Daggerfall*, Tamriel once again faces a grave danger. Once again, you must venture forth to save the day.

Here, and only here, find the tools to bring the *Battlespire* to its virtual knees. The remarkable custom character generator is a particularly valuable tool. Create not only characters within established classes, but give birth to your own special class. (Play *Battlespire* as an insurance salesman, dry cleaner, movie usher, or Speaker of the House of Representatives!) *Battlespire's* point-balanced, incredibly detailed and flexible character design system is based on the uniquely powerful *Daggerfall* character creation scheme. Build and test your own theories on the design of the Perfect Wizard-Warrior.



Battlespire blends the depth and obsessive charm of fantasy role-playing games with the fast-paced, immersive gameplay of 3-D action-adventure games. The dramatic storyline woven from the threads of *The Elder Scrolls* fantasy setting gives depth and character to your mission, and to the schemes and motivations of your enemies. The complex, hostile environment packed with ferocious, magically adept nasties makes you jab the keyboard in a frenzy of computer monster-whomping and daedra frying. Fireballs bounce merrily down corridors - and back in your face - illuminating the terrain and booming through your speakers.

For those of you new to fantasy role-playing computer games, a quick-and-dirty primer follows directly. Even experienced types may benefit from the primer, for tie-ins to *The Elder Scrolls* universe.



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A FANTASY ROLE-PLAYING GAME PRIMER

Battlespire is a computer fantasy role-playing game (CRPG), just like its predecessors in *The Elder Scrolls' World of Tamriel: Arena* and *Daggerfall*. *Battlespire*, like all CRPG's, lets the player venture forth on fascinating, exciting, and challenging escapades in a mysterious and puzzle-ridden setting. All 3 games involve the hunting down and destruction of some totally conniving and lousy rascal. In *Battlespire's* case, the target is the Daedra Prince of Destruction, Mehrunes Dagon. (You always know when a game character is a villain, if the name is utterly unpronounceable or just plain sounds mean. The villain here clearly meets the test.)

You can interact with many denizens in the world of fantasy. Some will be helpful, while others just wish to show you the edge of a very large sword. Fantasy games traditionally impact a player's journey with the world's events. This calls for different approaches to problem solving.

Peaceful and not-so-peaceful encounters will flow your way. Remarkable quests and dangerous endeavors await you. The quests and journeys are not merely strolls in the park. Along the way, horrible beasts, undead creatures, and mages casting the magic of the night block every step. The long road to victory sometimes ends in unthinkable tragedy, as loved ones are slaughtered, kidnapped, or done in by foul play. As you progress, your character increases remarkably in strength and wisdom, striving towards a final climactic battle with the baddies.

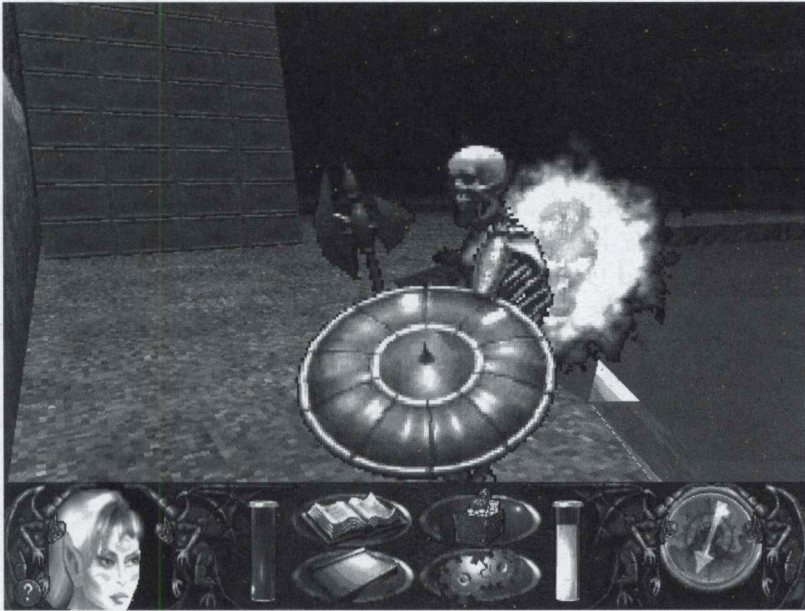
The vehicle for all role-playing adventures is the unique personality or character (player-character or PC) the player creates before a single step in the fantasy world is taken. Unlike Dr. Frankenstein, whose creation went horribly wrong, a gamer's PC is endowed with normal human characteristics such as strength, charisma, wisdom, intelligence, and luck. During the course of a game, the player rises in ability and skill levels when enough monsters have been killed or puzzles solved, and gains increased magic along the way. (In *Battlespire*, it doesn't work quite like this.)

In *Arena*, *Daggerfall*, and now *Battlespire*, the player chooses between a number of races and occupations. In *Battlespire*, the player can create a sorceror, rogue, or knight, hailing from any of the major provinces in Tamriel, each dominated by a special humanoid race. *Battlespire* provides the player with a unique opportunity to create personalized character classes for the quest. Why, you can even create a rock star, but your chances of surviving combats with horrendous monsters armed only with a 12-string guitar are minimal, at best.

In fantasies, characters can be individually named. Partial to the name Christopher, Constance, Julian, Vlatko, Katey, or Kenneth? So, name your PC accordingly! Perhaps, an appropriate and special tagline strikes your fancy. Consider Constance the Magnificent, Julian the Puissant, or Vlatko the Ebullient.

PC skills, originally assigned, and improved over time, are very important to characters, including magical skills, protective skills, and

combat skills. You wouldn't care if a fantasy game merely provided a world for exploration. But, alas, what normally awaits you in fantasy worlds is a population crawling with all sorts of clever, devastating, and reprehensible monsters. Most have but one goal in mind - banish the PC to the netherworld, after initially inflicting as much pain and suffering as is possible.



Of course, not all CRPG beasts, monsters, and humanity, are harmful to the PC. Rich dialogue highlights many encounters with quite civil denizens of the world. Delicate negotiations, important plot expositions, and solutions to brainbending puzzles await the intelligent gamer. CRPG journeys last considerably longer than a lunch hour, but shorter than an around-the-world cruise. Plan to play somewhere between 35 and 100 hours.

Many strange terms populate the world of fantasy games. For example, the health of a monster encountered in a CRPG might be described as "1d8 + 8". Don't let that intimidate you.

COMMON CRPG TERMS AND ABBREVIATIONS

Wounds (Hit Points)	Life points. The higher the better. When reduced to 0, the party's over.
Spell Points	Applies only to spell-casting characters or magicians. More powerful spells require higher spell point totals before casting is allowed.
1d6	This weird alphanumeric construct simply represents a number generated by the roll of a single 6-sided die, resulting in a minimum of 1 and a maximum of 6. In CRPG's, dice rolls determine numerical amounts, such as the amount of damage a successful sword thrust inflicts on an enemy. (If you want more details about dice or RPG's, head for the local library or the web. Look up Dungeons and Dragons.)
2d6 + 8	An extension of the prior term, this means a number resulting from the roll of two 6-sided dice, then adding eight. (Bottom line: The bigger the numbers, the greater the end product.)
Armor Class	A number representing how well a PC is protected. For some thoroughly enigmatic reason, the smaller the number, the greater the protection. This works differently in <i>Battlespire</i> , but will be explained in the next few pages. So keep reading.

OK, so there may be times when you find a nifty piece of armor or weapon that your created PC in a fantasy just can't use. This is the result of strange rules handed down through the years concerning the mythical backgrounds of legendary fantasy creatures. The player must live with these rules. If you can't wear the new armor or wield that great weapon in a game, you could sell it for gold in most RPG's.

In conclusion, observe the general rule in the real world that, except for personal weight and interest rates, the higher a number the better. This holds true also for CRPG's, except for a description of the protective value of what a character or monster is wearing. There, the lower the better rules. Why is unimportant. When a 4000-pound gorilla brandishing a rotting tree trunk whacks your noggin for 2000 points of damage, the point is made.



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WHY BATTLESPIRE IS UNLIKE OTHER CRPG'S

Do not confuse *Battlespire* with *Daggerfall*, *Arena*, or any other CRPG, for that matter. True, many of the elements common to, or inspired by, those games surface in *Battlespire*. But, in a nutshell, *Battlespire* is primarily a fantasy role-playing game, with tangible action situations.

Those familiar with *Daggerfall*, the preceding game in *The Elder Scrolls* series, should be aware of some significant differences. Although the custom character generator survives, *Battlespire* does not include either a Spell or Item Maker. The traditional concept of experience level increases when enough monsters have been killed or puzzles solved, is gone. Rather, the player's goal is to scale the Battlespire, level by level, until a breakout to Tamriel is achieved.

You may acquire spells as you go through the game. The spell point cost system is the same as in *Daggerfall*, but there are no compound spell effects.

In the Battlespire, there's no place to buy and sell things, nowhere to rest, and not a guild in sight. The combat in *Battlespire* is expanded from *Daggerfall*, to include more weapons and more offensive and defensive measures. While in the Battlespire, you will never be fatigued, and you will not need sleep.







BEING A BRIEF HISTORY OF
THE ELDER SCROLLS
FROM TAMRIEL'S
ORIGINS TO THE
PRESENT
PREDICAMENT
IN THE ANCHORED BATTLESPIRE

Every Elder Scrolls game presents the player with rich flights of fancy, usually broad and fascinating tapestries. The stage for these epics is Tamriel, a gigantic continent of striking and diverse terrain, cultures, provinces, and impressive pockets of civilization. The Tamrielic Calendar records thousands of years of angst, jubilation, and tragedy.

The vast continent that is Tamriel evolved with a panoply of fits and starts.

In the 1st Era, before the contemporary political divisions were firmly incorporated, destructive wars of conquest and succession, bureaucratic infighting, trade conflicts, and horrible plagues tore the land asunder. Powerful clans took turns controlling Tamriel's 9 provinces. Despite this, the great city-states of Daggerfall, Sentinel, and Wayrest sprouted and flourished.

The 2nd Era dawned brightly. The growing class of enchanters formed the first Mages Guild early on. The honeymoon lasted but 200 years, for civil wars, insurrection, and assassinations of major political figures came to pass at an alarming rate. The middle years found the dreaded Knahaten Flu dominating every aspect of Tamrielian life. Not a single inhabitant was left untouched by this scourge.

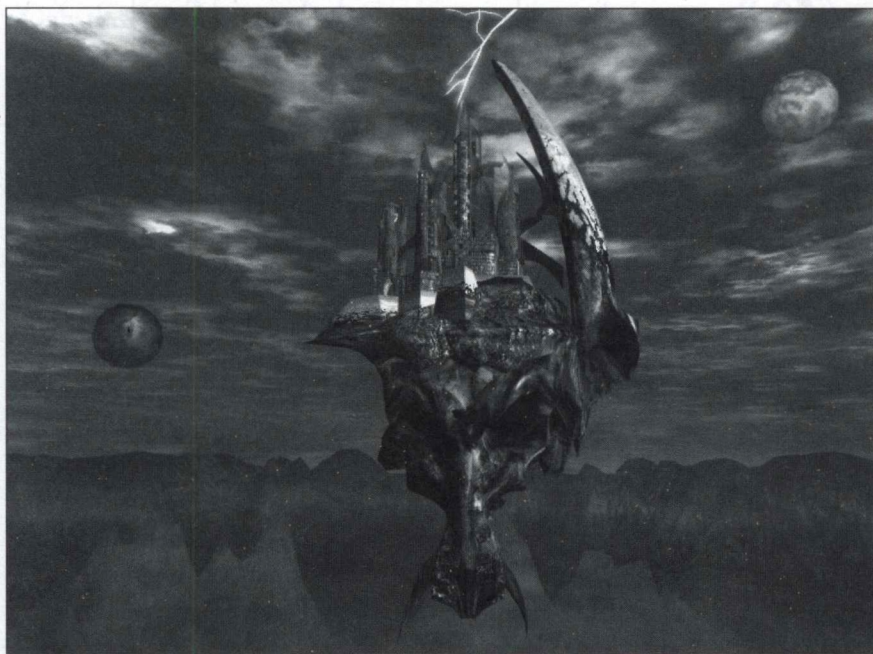
The 3rd Era began with political sanity restored. For the first time a single individual, dubbed Emperor, forged all of Tamriel's territories into one great empire. Tiber Septim's Dynasty has lasted until the present day, almost half an era. The long line of Emperors Uriel began in 3E 53. The Uriels instilled forward-thinking concepts of stability and harmony throughout the land. Everyone benefited and prospered.

In 3E 389, the Imperial Battlemage, second in Tamriel only to the Emperor, decided that Uriel VII needed a well-earned "vacation". Casting the most powerful spell conjecturable, Jagar Tharn imprisoned the unsuspecting Emperor in a pocket universe, a timeless dimension, a place of no return. For 10 years, the mad wizard kept Uriel incarcerated. A brave adventurer traveled Tamriel far and wide, found the mystical object of release, and freed his Emperor. This hastened the shameful downfall of the treacherous battlemage.

Shortly after those heroics, another brave hero rescued Tamriel from unspeakable evil principally taking place in the city-state of Daggerfall. This story entailed court intrigue, treachery, knightly conflicts, and the inevitable struggle between good and evil. As you will see, Battlespire continues the tradition.

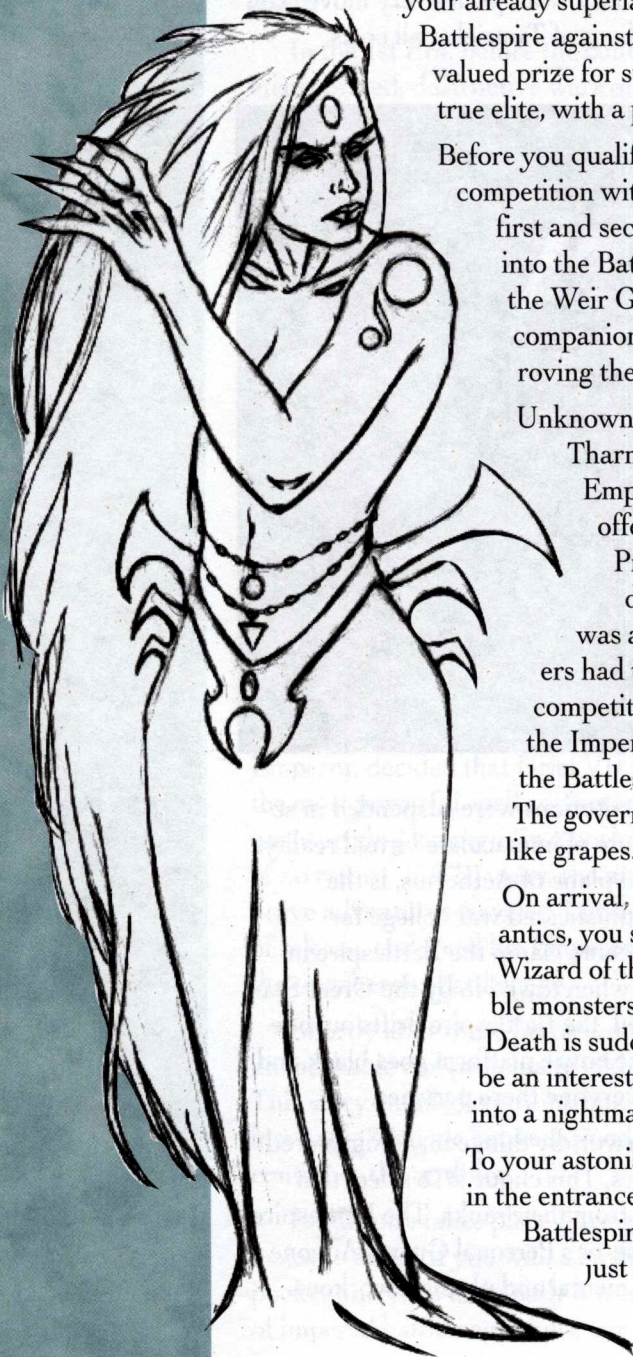
Battlespire takes place during the time of Arena (roughly 3E 399) in a majestic tower, if you will, a medieval space needle, inhabiting its own pocket universe. Originally a war college for the training and sharpening of imperial battlemage skills, evil forces invaded this citadel of military

of imperial battlemage skills, evil forces invaded this citadel of military civility. Now, monstrous minions block and thwart your every move. You must escape back to the benevolent confines of Tamriel at all costs.



During this time, a host of societal institutions were suspended in so-called "pocket universes," to achieve a state of immaculate virtual reality. One such institution, deep in the ethereal plane of Aetherius, is the Battlespire. It is a proving ground, or sophisticated war college for prospective battlemages. Five special anchors clamp the Battlespire in place, connected immediately on arrival when towed in by the Great Star Galley. If all the anchors are disconnected, the Battlespire drifts outside of the nexus of rich magicka-currents, the entire platform goes black and dead, and the PC, the Battlespire, and everyone there perishes.

At its heart, the Battlespire is an otherworldly dungeon, administered and maintained by 5 powerful battlemages. This clique is so select that future Imperial Battlemages are plucked from their ranks. The Battlespire is the ultimate testing facility for the Emperor's Personal Guard. Anyone entering is guaranteed to get a strenuous mental and physical workout.



You are an eager stripling, who has looked forward to testing your already superlative skills in combat and magic in the Battlespire against the finest the Empire has to offer. The valued prize for succeeding is to become one of Tamriel's true elite, with a position in the Imperial Guards.

Before you qualified to enter the Battlespire, a spirited competition with similar candidates transpired. Only the first and second place winners achieved entrance into the Battlespire. You place second, and arrive at the Weir Gate, the Battlespire's entrance. Your companion who bested you in the entrance trial, is roving the first level ahead of you.

Unknown to you, the Imperial Battlemage, Jagar Tharn, (whose audacity in whisking the Emperor away is related above) secretly offered Mehrunes Dagon, the Daedric Prince of Darkness and Destruction, a deal on the Battlespire. One condition was attached — Dagon and his heinous followers had to kill all 5 battlemages to eliminate competition for Jagar Tharn's lofty position as the Imperial Battlemage. The carnage began, as the Battlespire was overrun with Dagon's minions. The governing battlemages were being popped like grapes.

On arrival, though you are unaware of Dagon's antics, you sense something is horribly wrong. The Wizard of the Gate lies dead at your feet, and horrible monsters are looting and sacking the Battlespire. Death is suddenly a very real possibility. What was to be an interesting and enjoyable challenge has turned into a nightmare test of survival.

To your astonishment, the competitor who defeated you in the entrance competition preceded you into the Battlespire. This companion is trying to escape, just like you. Fortunately, the companion leaves behind helpful missives. While you do not know this when

Battlespire begins, the companion needs to be rescued just prior to your escape from the tower.

Because of the nature of the Battlespire, there's no turning back. Up and out is the only way to go. Rules are non-existent, and all bets are off. Only through dangerous conflicts and discoveries will you make it to the summit to confront Mehrunes Dagon, the vicious new lord of the Battlespire.

The journey begins...



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SURVIVAL HANDBOOK

Battlespire victory comes only after a long, intricate, and sometimes perplexing journey. Horrible beasts, smirking villains, and despicable characters block every move you make, with every breath you take. Sometimes, this ends in unthinkable tragedy, as loved ones are dispatched, kidnapped, done in by other foul misdeeds, or just plain have their feelings hurt.

The Survival Handbook enlightens the *Battlespire* gamer about every important aspect of the adventure:

- *Identity Crisis* gives the lowdown on creating the perfect adventuring character. Learn how to create a powerhouse. Exploration techniques are explained.
- *The Wizard's Hand* makes the gamer a master magician, full of vim and vigor in the world of legerdemain. Everything you ever wanted to know about *Battlespire* magic is here.
- *Encounters with Mebrunes Dagon's Minions* analyzes the game's real-time combat system. Discover special strategies to make you more likely to win than not in monster fights.

- *Accouterments, Stupefactions, and Remnants* reveals every item in Battlespire. Learn what they do and don't do in one easy place for reference. Delve into weapons, armor, magical, and otherworldly items, as well as tomes of teachings and commentary.
- *Conquering the Seven Levels of the Battlespire* walks you through the twisty little mazes of passageways. Investigate every nook and cranny of the Battlespire. Discover all there is to know, and then some! Finish the game, and become the envy of everyone on your block.

IDENTITY CRISIS

The character a player chooses determines how easy or hard *Battlespire* will be to complete. Two players with different characters will likely be playing different games.

The player has the ability to create a character from one of 18 classes pregenerated by the program, or bring into being a customized character class.

SKILLS

A PC's skills govern how well the character handles the many tasks and actions required during *Battlespire*. Skills cover every ability a PC has, including proficiency with magic and weapons.

During character creation, give your character skills that will enhance the individual's strengths, either inherited or developed during gameplay. A strong knight or robust warrior should excel in weaponry and fighting skills, a thief or bard should focus on stealth skills, and magicians should play up a particular school of magic for casting and dodging skills to make up for his or her obvious physical weaknesses. For more hints about character creation, see the section at the end of the book: Our Favorite "Perfect Characters."

Skills increase with continued and effective use when playing. Primary skills increase the most rapidly, followed by the lesser skills. This becomes very important, not only from the standpoint of bettering your character, but when allotting build points earned when a level is completed. (More on this later.)

SKILLS

Jumping	Critical Strike
Blunt Weapon	Restoration
Longblade	Illusion
Stealth	Alteration
Swimming	Hand-to-Hand
Backstabbing	Thaumaturgy
Missile	Mysticism
Dodging	Shortblade
Destruction	Axe

ADVANTAGES AND DISADVANTAGES

In addition to a character's basic skills, advantages further strengthen your character. Advantages are basically special skills you can choose for your character to possess or learn. Whether your character is created or pregenerated — special expertise in various skills, increased magic ability, and enhanced ability to heal quicker will always be helpful in surviving.

If characters could be so improved without any trade-off, you could create superheroes that could breeze through *Battlespire*, but make for

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"duller than dirt" play. Because of this, the *Battlespire* character has significant disabilities called Disadvantages to provide balance for the long road ahead. Creating your character is a trade-off. You will have to decide which attributes are more important to the character you want to create.

CODE	FEATURE	POINT COST ¹	EXCLUSIONS ²	DIRECTION ³	RANGE
0	Wounds*	base 40 DR=50	None	Both	10-200
1	Skill bonus primary*	base 10 DR=50	None	Both	5-100
2	Skill bonus major*	base 10 DR=60	None	Both	5-100
3	Skill bonus minor*	base 10 DR=70	None	Both	5-100
4	Attribute bonus*	base 40 DR=80	None	Both	30-100
5	Spells	Cost/4	Itself	N/A	N/A
6	Equipment	Variable	None	N/A	N/A
7	Magic Items	500	None	N/A	N/A
8	Resistance to magic	800	14, 41, 46	N/A	N/A
9	Resistance to fire	800	15, 42, 47	N/A	N/A
10	Resistance to cold	800	16, 43, 48	N/A	N/A
11	Resistance to shock	800	17, 44, 49	N/A	N/A
12	Resistance to poison	800	18, 45, 50	N/A	N/A
13	Immunity to magic	1600	9, 41, 46	N/A	N/A
14	Immunity to fire	1600	10, 42, 47	N/A	N/A
15	Immunity to cold	1600	11, 43, 48	N/A	N/A
16	Immunity to shock	1600	12, 44, 49	N/A	N/A
17	Immunity to poison	1000	13, 45, 50	N/A	N/A
18	Acute hearing	200	None	N/A	N/A
19	Spell absorption	2500	None	N/A	N/A
20	Rapid healing	700	None	N/A	N/A
21	Regenerate health	2000	None	N/A	N/A
22	Regenerate spell points	2000	30	N/A	N/A
23	Athleticism	400	None	N/A	N/A
24	Increased magery x1	300	26, 27, 28	N/A	N/A

CODE	FEATURE	POINT COST ¹	EXCLUSIONS ²	DIRECTION ³	RANGE
25	Increased magery x1.5	1000	25, 27, 28	N/A	N/A
26	Increased magery x2	1800	25, 26, 28	N/A	N/A
27	Increased magery x3	2500	25, 26, 27	N/A	N/A
28	Adrenaline rush	200	None	N/A	N/A
29	No regeneration of spell points	1000	23	N/A	N/A
30	Forbidden weapon short	-400	None	N/A	N/A
31	Forbidden weapon long	-800	None	N/A	N/A
32	Forbidden weapon blunt	-600	None	N/A	N/A
33	Forbidden weapon axe	-400	None	N/A	N/A
34	Forbidden weapon missile	-1000	None	N/A	N/A
35	Forbidden armor heavy	-1000	37, 38	N/A	N/A
36	Forbidden armor medium	-1500	36, 38	N/A	N/A
37	Forbidden armor light	-2000	36, 37	N/A	N/A
38	Forbidden material +	-200+ -200 x mat	Itself	N/A	N/A
39	Low tolerance to magic	-800	46, 9, 14	N/A	N/A
40	Low tolerance to fire	-800	47, 10, 15	N/A	N/A
41	Low tolerance to cold	-800	48, 11, 16	N/A	N/A
42	Low tolerance to shock	-800	49, 12, 17	N/A	N/A
43	Low tolerance to poison	-800	50, 13, 18	N/A	N/A
44	Critical weakness to magic	-1600	41, 9, 14	N/A	N/A
45	Critical weakness to fire	-1600	42, 10, 15	N/A	N/A
46	Critical weakness to cold	-1600	43, 11, 16	N/A	N/A
47	Critical weakness to shock	-1600	44, 12, 17	N/A	N/A
48	Critical weakness to poison	-1600	45, 13, 18	N/A	N/A

1 Build points to "buy" or "sell" advantages or disadvantages.

2 Listed codes are for advantages and disadvantages excluded if current advantage or disadvantage exists.

3 Whether the value can be raised or lowered.

+ Up to and including.

° DR current/range + base

READY-MADE CHARACTER CLASSES

While the player has the ability to create a custom class, as described in detail in the Battlespire User's Guide, this section covers the 18 character classes pregenerated by the program.

Before selecting any of the pregenerated classes, take a moment to glance through the following chart. Vital information on all the major character classes is presented. Focus on the Major Skills and the Advantages and Disadvantages. If you see nothing that appeals to your adventuring spirit, head into the Custom Character Generator.

There's no need to be intimidated by the elaborate detail that makes up a character. An individual in real life is a complex living entity of varied strengths and weaknesses. The same goes for those adventurers in the world of Battlespire. The only difference is the type of qualities. Today, for example, you may not need thievery skills like backstabbing and lock-picking. Then again, perhaps you do. But, I'm assuming anyone who buys *Battlespire* is an upstanding citizen!



STANDARD CHARACTER CLASSES

ACROBATs

Wounds: 75

Primary Skills: Jumping,
Dodging, Blunt Weapon

Major Skills: Hand to Hand,
Stealth, Restoration

Advantages: Athleticism,
Adrenaline Rush

Disadvantages: *Forbidden armor:*
light; *Forbidden weapon:* axe

Start Equip: Steel long bow,
Elven staff, +2 Elven Arrow,
Steel Helmet, Iron Cuirass, Iron
Boot

Spells: Cure Health, Jumping

Magic Items: Magica Resartus

Starting Attributes:

Strength: 60

Intelligence: 50

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 60

Luck: 50

ARCHERS

Wounds: 75

Primary Skills: Missile, Dodging,
Short Blade

Major Skills: Axe, Destruction,
Stealth

Advantages: None

Disadvantages: *Forbidden armor:*
medium

Start Equip: Elven Short Sword,
+2 Elven Arrow, Iron Helmet,
Steel Cuirass, Steel Boot, Elven
Gauntlet

Spells: Cure Health, Cause Damage

Magic Items: Healing, Service

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 50

Agility: 55

Endurance: 50

Personality: 47

Speed: 50

Luck: 50

ASSASSINS

Wounds: 75

Primary Skills: Stealth,
Backstabbing, Short Blade

Major Skills: Blunt Weapon,
Missile, Mysticism

Advantages: None

Disadvantages: *Forbidden armor:*
light

Start Equip: Elven Helmet,
Elven Greaves, Elven Short
Sword, +2 Elven Arrow,
Elven Cuirass, Elven Pauldron,
Elven Boot, Iron Gauntlet

Spells: Cause Damage, Cure
Health, Invisibility

Magic Items: Magica Resartus

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 50

Agility: 55

Endurance: 50

Personality: 50

Speed: 55

Luck: 50

BARBARIANS

Wounds: 90

Primary Skills: Axe, Blunt
Weapon, Jumping

Major Skills: Hand to Hand,
Long Blade, Swimming

Advantages: None

Disadvantages: *Forbidden armor:*
medium; *Forbidden material:*
Ebony

Start Equip: Steel Greaves, Elven
War Axe, Elven Long Bow, Steel
Arrow, Steel Helmet, Elven
Cuirass

Spells: Cause Damage, Cure
Health

Magic Items: Magica Resartus

Starting Attributes:

Strength: 60

Intelligence: 50

Willpower: 50

Agility: 50

Endurance: 50

Personality: 45

Speed: 50

Luck: 50

BARDS

Wounds: 65

Primary Skills: Stealth, Hand to Hand, Long Blade

Major Skills: Backstabbing, Jumping, Restoration

Advantages: Int x1.5 Spell points

Disadvantages: Forbidden armor: medium

Start Equip: Elven Long Sword, Elven Long Bow, +2 Elven Arrow, Elven Helmet, Elven Cuirass, Iron Pauldron, Steel Greaves, Elven Boot

Magic Items: Magica Resartus

Spells: Cure Health, Etherealness, Monster Summoning

Starting Attributes:

Strength: 55

Intelligence: 50

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

BATTLEMAGES

Wounds: 70

Primary Skills: Destruction, Long Blade, Short Blade

Major Skills: Thaumaturgy, Dodging, Mysticism

Advantages: Int x2 in Spell Points

Disadvantages: Forbidden armor: light

Start Equip: Steel Short Bow, +2 Elven Arrow, Iron Helmet, Iron Boot

Magic Items: Healing, Magica Resartus

Spells: Cause Damage, Cure Health, Etherealness

Starting Attributes:

Strength: 50

Intelligence: 55

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

BURGLARS

Wounds: 80

Primary Skills: Stealth,
Jumping, Short Blade

Major Skills: Dodging,
Swimming, Alteration

Advantages: none

Disadvantages: *Forbidden armor:*
light

Start Equip: Iron Helmet, Steel
Cuirass, Steel Greaves, Steel
Long Bow, Silver Boot, Mithril
Short Sword, +1 Silver Arrow,
Iron Pauldron, Steel Gauntlet

Magic Items: Magica Resartus

Spells: Shield, Cure Health,
Invisibility

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 50

Agility: 53

Endurance: 50

Personality: 50

Speed: 55

Luck: 50

HEALERS

Wounds: 71

Primary Skills: Restoration,
Blunt Weapon, Dodging

Major Skills: Thaumaturgy,
Mysticism, Alteration

Advantages: Int x3 in Spell
Points, Rapid Healing

Disadvantages: *Forbidden armor:*
medium; *Forbidden weapons:* long
blade, axe, missile

Start Equip: Silver Staff, Iron
Cuirass, Steel Greaves, Iron
Boot, Steel Gauntlet

Magic Items: Magica Resartus,
Healing

Spells: Cure Health, Etherealness,
Spell Absorption

Starting Attributes:

Strength: 50

Intelligence: 55

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

KNIGHTS

Wounds: 80

Primary Skills: Long Blade,
Blunt Weapon, Short Blade

Major Skills: Axe, Missile,
Dodging

Advantages: None

Disadvantages: *Forbidden Material:*
orcish

Start Equip: Steel Arrow, Steel
Helmet, Elven Cuirass, Iron
Greaves, Mithril Claymore,
Dwarven Long Bow, -1 Iron
Arrow, Steel Pauldron, Steel
Gauntlet

Magic Items: Healing

Spells: Cure Health

Starting Attributes:

Strength: 55

Intelligence: 50

Willpower: 50

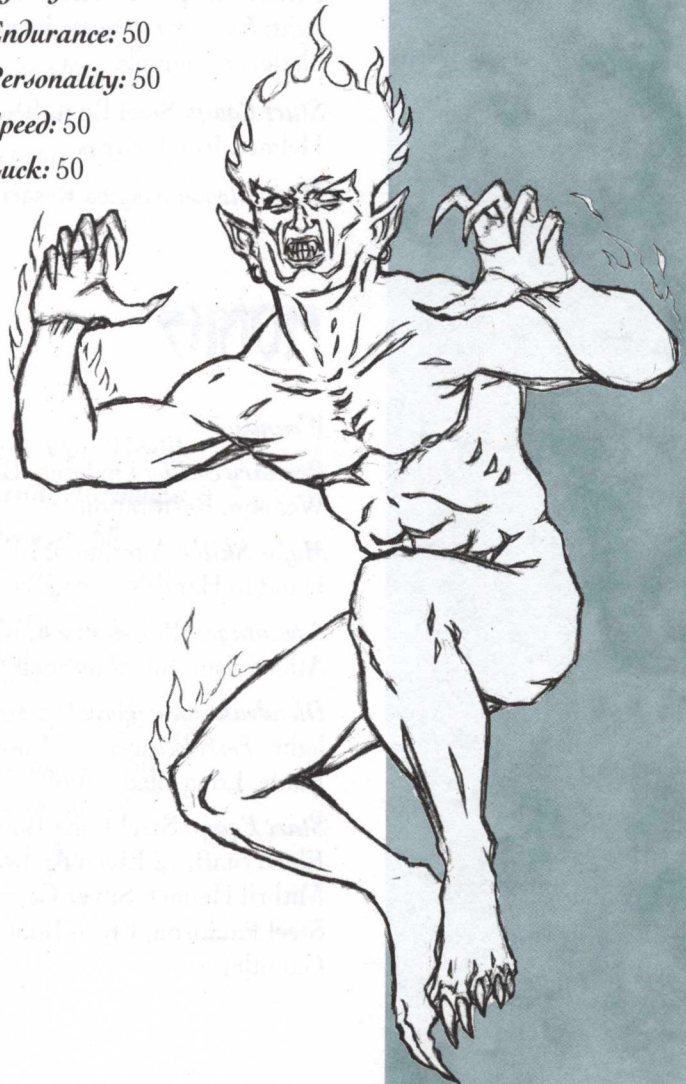
Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50



MAGES

Wounds: 60

Primary Skills: Mysticism,
Alteration, Thaumaturgy

Major Skills: Illusion,
Destruction, Restoration

Advantages: Int x3 in Spell Points

Disadvantages: *Forbidden armor:*
light; *Forbidden weapons:* long
blade, axe, missile

Start Equip: Steel Boot, Elven
Helmet, Iron Cuirass

Magic Items: Magica Resartus

Spells: Shield, Spell Absorption,
Cure Health, Cause Damage,
Etherealness, Monster
Summoning, Vampiric Drain

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 55

Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

MONKS

Wounds: 75

Primary Skills: Dodging, Blunt
Weapon, Restoration

Major Skills: Alteration, Missile,
Hand to Hand

Advantages: Resistance to Magic,
Athleticism, Int x2 in Spell Points

Disadvantages: *Forbidden armor:*
light; *Forbidden weapons:* Short
Blade, Long Blade, Axe

Start Equip: Steel Long Bow,
Elven Staff, +2 Elven Arrow,
Mithril Helmet, Silver Cuirass,
Steel Pauldron, Elven Boot, Steel
Gauntlet

Magic Items: Healing

Spells: Cure Health, Shield

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 55

Luck: 50

NIGHTBLADES

Wounds: 65

Primary Skills: Dodging, Short Blade, Thaumaturgy

Major Skills: Missile, Illusion, Stealth

Advantages: Int x2 in Spell Points

Disadvantages: Forbidden armor: light

Start Equip: Elven Short Sword, Elven Long Bow, +1 Silver Arrow, Iron Helmet, Steel Cuirass, Steel Gauntlet

Magic Items: Magic Resartus

Spells: Invisibility, Etherealness, Cure Health

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 55

Agility: 54

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

RANGERS

Wounds: 75

Primary Skills: Long Blade, Axe, Missile

Major Skills: Blunt Weapon, Stealth, Dodging

Advantages: None

Disadvantages: None

Start Equip: Elven Broad Sword, Elven Boot, Elven Long Bow, +2 Elven Arrow, Steel Helmet, Elven Cuirass, Steel Pauldron

Magic Items: Magica Resartus

Spells: Cure Health

Starting Attributes:

Strength: 55

Intelligence: 50

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

ROGUE

Wounds: 90

Primary Skills: Long Blade,
Short Blade, Dodging

Major Skills: Backstabbing,
Jumping, Critical Striking

Advantages: None

Disadvantages: *Forbidden armor:*
Medium

Start Equip: +2 Elven Arrow,
Steel Helmet, Steel Gauntlet,
Steel Long Bow, Iron Cuirass

Magic Items: Magica Resartus

Spells: Cure Health, Etherealness

Starting Attributes:

Strength: 55

Intelligence: 50

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 55

Luck: 50

SORCERERS

Wounds: 55

Primary Skills: Destruction,
Alteration, Thaumaturgy

Major Skills: Mysticism,
Restoration, Illusion

Advantages: Int x3 in Spell
Points, Spell Absorption

Disadvantages: *Forbidden armor:*
medium; *forbidden weapons:* Long
Blade, Axe, Missile

Start Equip: Steel Staff, Steel
Cuirass

Magic Items: None

Spells: Cause Damage,
Etherealness, Shield, Monster
Summoning, Cure Health

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 55

Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

SPELLSWORDS

Wounds: 65

Primary Skills: Axe, Long Blade, Jumping

Major Skills: Destruction, Blunt Weapon, Alteration

Advantages: Int x1.5 in Spell Points

Disadvantages: *Forbidden armor:* medium

Start Equip: Elven Broad Sword, Silver Long Bow, -1 Iron Arrow, Steel Helmet, Elven Cuirass

Magic Items: Healing, Magica Resartus

Spells: Shield, Cause Damage

Starting Attributes:

Strength: 50

Intelligence: 55

Willpower: 50

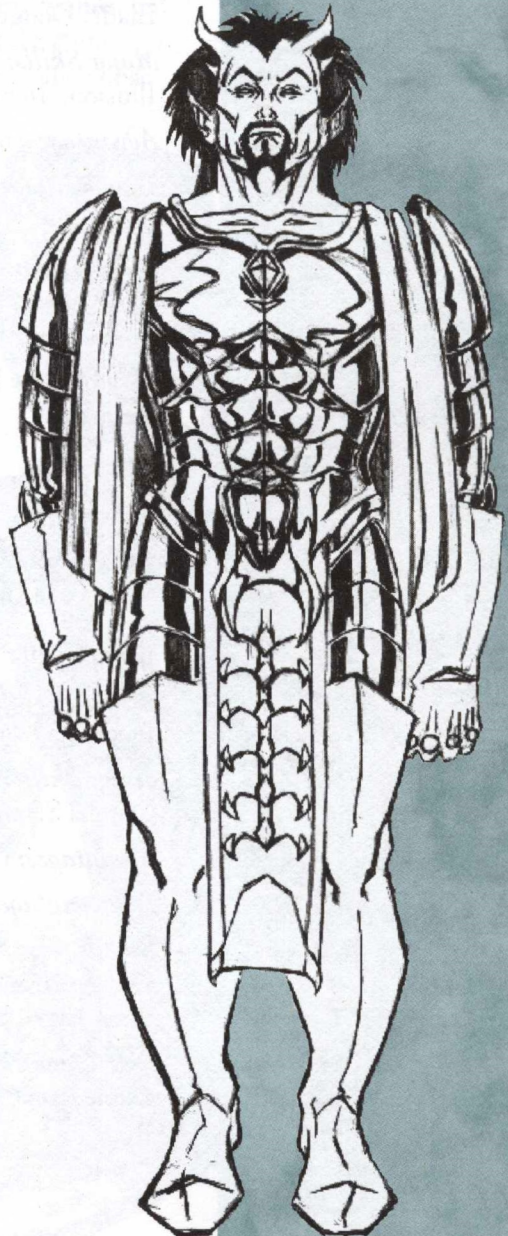
Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50



THIEVES

Wounds: 79

Primary Skills: Stealth, Short Blade, Dodging

Major Skills: Backstabbing, Illusion, Jumping

Advantages: none

Disadvantages: *Forbidden armor:* light

Start Equip: +3 Dwarven Arrow, Iron Cuirass, Iron Pauldron, Silver Gauntlet

Magic Items: Blight, Magica Resartus

Spells: Cure Health, Invisibility, Etherealness

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 50

Agility: 55

Endurance: 50

Personality: 50

Speed: 55

Luck: 50

WARRIORS

Wounds: 80

Primary Skills: Long Blade, Axe, Dodging

Major Skills: Hand to Hand, Critical Striking, Missile

Advantages: None

Disadvantages: None

Start Equip: Silver Helmet, Steel Cuirass, Iron Pauldron, Iron Boot, Elven Long Bow, +2 Elven Arrow, Iron Greaves

Magic Items: Healing, Magica Resartus

Spells: Cure Health, Cause Damage

Starting Attributes:

Strength: 50

Intelligence: 50

Willpower: 50

Agility: 50

Endurance: 50

Personality: 50

Speed: 50

Luck: 50

CUSTOM CHARACTER CREATION

Building your character from scratch is exciting and fun. Not only do you get to create an individual geared towards your questing whims, but you also get to invent a whole new character class. (I tried the game as a combination magician-talk show host, but all I got was someone whose spells fizzed and wouldn't shut up to save your life!) Use every single one of the 4700 build points available when creating your character. You'll need all the help you can get once you're plopped down in the Battlespire.

All races are equal in *Battlespire*, as everyone starts with 50 points for each characteristic. You can improve these scores as you work your way through the game, but initially, they are the same for each and every race. Strength, Intelligence, Willpower, Agility, Speed, Endurance, Personality, and Luck start out the same for every race in this game.

The manual's admonitions and tips on character class creation are summarized here for emphasis. Characters are created the same way for all playing modes, with the exception of the point allocation. In Multiplayer mode, the points allowable are determined by the first one to enter the Battlespire, whereas in single player mode the computer always allows a specific amount.



All kinds of clever ploys can be used in creating a character class for your adventurer. In generating a new character class, strive for balance and versatility. Endeavor to create a character strong in both physical and mental attributes. Peruse the characteristics of the battlemage. Now there's a character with flexibility, the perfect blend of devastating warrior and master of magic.

True, the battlemage is limited somewhat in the protective armor and shields that can be worn. Perhaps you can improve upon this drawback when creating your own class by toning down the primary and major skills, while upping the protection attributes.

If you wish to create a strong warrior, remember that the Battlespire is chock-full of magical objects. These objects easily substitute for the warrior's lack of magic skills, by permitting "spell-casting" of attack, defense, and condition spells.

Increasing a PC's agility is very important for combat. While heavy weapons and armor inflict great damage and protect well, the extra weight severely limits the PC's agility. If the PC is overburdened with treasure and ponderous weapons and armor, the PC will undoubtedly be much slower in combat. He will get fewer attacks per combat round. When fighting agile monsters, the results can be disastrous.

For more ideas about custom character classes, see the section at the end of this book for some of our favorite "Perfect Character Classes."

CHARACTER CREATION BOTTOM LINE

Play the game as a Battlemage or Spellsword for relative ease of completion. Play a thief for the challenge of your role-playing life. The same results attend to any custom character classes based on those mentioned.

RAISING CHARACTER STATURE LEVEL-BY-LEVEL

As mentioned earlier, unlike typical CRPG's, characters do not advance in level by killing monsters, completing tasks, or solving puzzles. Characters strengthen based on triumphant completion of each of the Battlespire's 7 levels. Battlespire is conquered when the PC escapes from the top level, teleports from the pocket universe, and lands back in the warm glow of Tamriel's sunshine.

When a level is completed, the player is awarded build points to purchase skills, attributes, or advantages. The higher the Battlespire level, the more points awarded at its completion.

BUILD POINT AWARDS PER BATTLESPIRE LEVEL

FROM → TO	POINTS AWARDED
Level 1 → Level 2	600
Level 2 → Level 3	800
Level 3 → Level 4	1100
Level 4 → Level 5	1400
Level 5 → Level 6	1600
Level 6 → Level 7	1900
Total	7400

If you feel your character is strong enough to handle the next level, conserve build points, even if they are available. Intelligent use of saved games, discussed later, will let you test out your conclusion that your abilities can handle a higher level without expending earned build points.

Reference the chart on page 24 to see how PC characteristics can be raised by spending build award points. As you can see, certain character traits cost much more than others. Particularly after completing some of the early *Battlespire* levels, build points are at a premium, so use them to fortify your adventurer with precision and care.

Bear in mind that skills can always be raised by use in the game, attributes cannot, they can only be increased by spending build award points. Target build point expenditures towards skills used infrequently or into raising your attributes for future endeavors. Don't waste build points on skills that are being raised satisfactorily in the course of gameplay.



EXPLORING THE BATTLESPIRE

There's plenty to do, and lots of time to do it! Pick up everything that isn't nailed down. Talk to everyone who will talk to you, and try to appease even those who won't. Inspect, fiddle with, and search every object. Brush up against all walls. You never know when a secret door guards a vital walkway or secret chamber. Attempt everything imaginable, and if that doesn't work, try the unimaginable.

Take advantage of all gifts and advice presented by characters found in the maze. On the other hand, if a Vermai takes a nasty swipe at you, assume this greeting precludes any intention on the monster's part to present you with a gift or advice.

Try not to carry around too much stuff. When overburdened, your fighting skills are reduced appreciably, and your pace through the level slows to a debilitating crawl. If your character's encumbrance gets too high, it might be necessary to drop valuable items, maybe even objects that are required to complete the game.

Keep a sharp lookout for enchanted gems that replenish a PC's health and spell points. Without any way to sleep or rest in Battlespire, these gems become vital to PC survival.

TRAVEL ADVISORIES

Traipsing around the Battlespire might try even your legendary patience. Expect face-to-face confrontations with decidedly antagonistic Daedra officers, monster lackeys bent on your destruction, senile coots, mystically rising and falling stone columns, trapdoors, secret doors, sigil wardings, the Daedric alphabet, riddles, snares, and devious problems.

SIGILS

Sigils are signets, seals, or stamps, etched in the shape of a single letter of the 26-letter Daedric alphabet by skilled artisans.

Wardings of Entry

The Daedric invaders suspend magical sigils in the air. These sigils are meant to be battle signs in hostile territory. Daedric troops, in the know, recognize them as guide posts. Intruders discover them to be magical traps. The sigils mark territory, and post distinct signals to those without proper identification to stand down and back off. Colliding with a floating sigil is guaranteed to bring on a migraine headache at best, and the "Game Over" screen at worst.

Many Daedric troops are stupid and inarticulate. The sigil is considered an extremely low level of protection. All you need to do is wear the appropriate sigil amulet of entry that matches an impassable sigil, and you may pass safely.

Badges of Recognition

Another use of the sigils in the shape of Daedric alphabet letters is as badges. These are similar to campaign ribbons on a military person. Only other military personnel recognize them and their significance.

Likewise, these sigil badges of recognition loosen up the halting tongues of some of Mehrunes Dagon's minions. Although there is no known key identifying which sigil badges pacify which minions, just collect them and see what happens. The more, the better, but remember you only need one of each letter! Double click the extras for an Ethereal spell.

THE DAEDRIC ALPHABET

With all this talk about alphabet soup, you didn't think we'd leave you in the dark, did you? Remember learning your A, B, C's in grade school? Time to relearn the alphabet, Battlespire style, more accurately, Daedric style. Leave it to Mehrunes Dagon and the Daedra to compose an alphabet guaranteed to boggle the mind of the Battlespire adventurer. Unfortunately, mastery of this arcane alphabet is essential because of the sigils. The Daedric equivalents of X and Y (called Xayah and Yahkem) are unknown to scholars in the world of Battlespire, and will not appear anywhere in the game.

DAEDRIC ALPHABET TRANSLITERATION

<u>Ayem</u> = A		<u>Iya</u> = I		<u>Quam</u> = Q	
<u>Bedt</u> = B		<u>Jeb</u> = J		<u>Roht</u> = R	
<u>Cess</u> = C		<u>Koht</u> = K		<u>Seht</u> = S	
<u>Doht</u> = D		<u>Lyr</u> = L		<u>Tayem</u> = T	
<u>Ekem</u> = E		<u>Meht</u> = M		<u>Yoodt</u> = U	
<u>Hefhed</u> = F		<u>Neht</u> = N		<u>Vehk</u> = V	
<u>Geth</u> = G		<u>Oht</u> = O		<u>Web</u> = W	
<u>Hekem</u> = H		<u>Payem</u> = P		<u>Zyr</u> = Z	



Now that you know the Daedric alphabet, by heart...

SKILLS BY LEVEL

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7
Doh	Meht	Ayem	Ekem	Bedt	Cess	Lyr
Hefhed	Roht	Hekem	Jeb	Geth	Iya	Neht
	Web	Oht	Quam	Koht	Payem	Seht
	Zyr	Yoodt		Vehk	Tayem	

BLOCKING PUZZLES, RIDDLES AND PASSWORDS

Battlespire is filled with these mysteries, some extremely sophisticated and others decidedly simple.

Blocking puzzles range from the simple to the brain bending. For example, it's a no-brainer to find a sigil amulet of entry to pass through a

sigil warding trap. Conversely, the player might need to trek from one end of a level to another, acquiring different items from different personages for a different sigil.

Some players hate riddles, and some love riddles. Whichever side you favor makes no difference. Even if you can't figure out a riddle, there is always something on the level, on a monster or elsewhere, that gives the exact solution. Or, simply consult the complete walkthroughs of the Battlespire's levels later in the book. The same strategies apply to finding out passwords.

DUNGEON SECRETS

Moving around the Battlespire levels involves patience and perseverance. Be sure to look for abnormal features like secret doors, levers, elevators, and teleport platforms.

Although this observation may be considered unnecessary and patronizing, think about this before diving into Battlespire's watery terrain for a pleasant swim. Heavy armor weighs greatly on a player's body. Put another way, jumping into water with plate mail will cause the PC to sink like a stone and drown. Enough said!

Emptying Monster Pockets

This has absolutely nothing to do with constabulary searches and seizures. Rather, monsters are simply everywhere. Is there any getting away from these fiends? When deep in bowels of a dangerous Battlespire level, where does the PC go to rest and survive?

Actually, the adventurer can create combat-free zones, by successfully wiping out pockets of monsters encountered at various level locations. Ordinarily, this means a specific dungeon area, usually a room or corridor, can be traversed in the future without encountering any more monsters. As you clear out sections, take a deep breath, search for Cure Health and Restoration potions, and cogitate on your next move.

Gradual Level Disclosure

Obviously, as you explore a Battlespire level, more of it becomes familiar. Use the Automap to compare areas that have been visited with the hints to areas currently unexplored.

As a complement to the Automap, track your position. Create your own roadmap markers. Drop unnecessary items gained in the game into handy, perceptible piles. Remember Hansel and Gretel? The same principle applies. The dropped items act like the bread crumbs the mythical pair laid down to find their way back home. The same goes for pedestals, ornate statues, draping flags, or other dungeon features.

Secret Doors

No dungeon would be complete without a few secret doors, and *Battlespire* is nothing if not complete.

Some doors can be spotted easily—the color pattern of the door is visibly different from the wall. Others are more difficult, the pattern is the same, but it doesn't quite match up with the walls. A few are completely seamless. You cannot find them at all, no matter how hard you look, unless you look in the Automap. The doorway will be immediately obvious in the Automap. Just move up to it and click on that space.

Slowfall

One reason a magician is a great character to play is that he can have the Slowfall spell. *Battlespire* has lots of lofty and elevated places. When a PC falls from a great height, death is almost certain. If your character does not have Slowfall magical ability, find and preserve items that emulate the casting of a Slowfall spell.

THE FLOW OF INFORMATION— CHITCHAT AND WRITINGS

Battlespire is filled with rich and meaningful dialogue. Both friend and foe are just itching to tell you how they view the world, you, Dagon, or anyone else, if it pleases them. From conversations with disenchanted Daedra, to passages from books and scrolls, to meaningful reports from your pen pal, *Battlespire* blitzes the player with a wealth of written and oral dialogues.

Pay close attention, you will discover *Battlespire's* continuing storyline and vital clues as to your next moves. Even the run-of-the-mill minion

monster invaders sometimes open up to you. As mentioned above, sigil badges of recognition will loosen a monster's tongue. When a monster approaches, invoke the talk option by left-clicking on them. You might get lucky, avoid a potentially dangerous combat, and learn a little something that might come in handy later.

Factions play a pivotal role in the overall scheme of things in *Battlespire*. In the game, a faction is everything from a group of dissident Daedra to your trusted companion.

Dialogues or conversations present various options. You can end a conversation quickly by being rude and abusive. Perhaps this isn't the best approach. You need the help of others to progress.

To get a flavor of what the player should expect, glance at this actual dialogue from *Battlespire's* third level. The wraith, Kirel Aman, is really ticked at Mehrunes Dagon. Being turned into a wraith apparently didn't sit too well. If you are polite, attentive, and eager to help in your replies to Aman, you are rewarded with a magic gem.

WRAITH KIREL AMAN	PC	OUTCOME
I've failed. I've betrayed my sacred oath and trust. I swore to defend the Battlespire for my Emperor. And now I'm dead, and all in my charge dead, too, and the Battlespire in ruins, plundered by Daedra, and ruled by the Prince of Destruction.	Choice 1: You DOG! Justice and vengeance! It will be a pleasure to destroy you, traitor! Prepare to die AGAIN!	End conversation.
	Choice 2: What? Who are you? And what are you doing here? And why do you attack me?	Triggers more conversation.

THE BATTLESPIRE ANTHENAUM



WRAITH KIREL AMAN	PC	OUTCOME
I am Kirel Aman, Praeceptor Superior of Battlespire. I was sucked dry of my power by Daedra, paralyzed, dominated, and carried to this place, where I told my captors all they wished to know. I could not prevent myself, so deeply had they my will enthralled. Even through death I could not escape them. And now I am doomed to haunt these halls for all time. The madness comes on me, and I become a wraith, a fiend, a monster that feeds on the souls of others.	Choice 1: I pity you. Is there a way I can free your soul?	Triggers more conversation.
	Choice 2: I am searching for a companion who came to Battlespire for testing, and managed to evade the Daedra.	Triggers more conversation.

As overly dramatic as this may sound, some friendly, or even hostile entities encountered in Battlespire leave quite interesting scrolls written just before dying. Conceivably not as eloquent as Antony's speech to the Romans on Caesar's death, but important nonetheless. To see these epistles, search the bodies of dead Battleimages for scrolls.

SAVED GAME STRATEGIES

Battlespire takes upwards of 40 hours to beat for players of average role-playing ability. Even a master player can expect to take about 25 to 30 hours to complete the game. Restoring or loading a saved game can cure the normal penalty for PC destruction. Like a bookmark, the *Battlespire* lets you save your place at 10 different junctures. Use these available save game positions wisely!

There are other reasons for the "save game" feature, such as times when, for pure convenience, you may want to save a game at specific advantageous positions. You might do this after solving a particularly knotty and difficult puzzle.

WHEN AND WHERE TO SAVE THE BEST GAMES

Deciding when and where to save games takes forethought and patience. Saving over favorable positions is guaranteed to cause brain damage and the tearing out of most of your hair. What follows reveals special techniques on effectively saving games at worthwhile *Battlespire* turning points.

CRPG gamers of the world have come up with favorite game spots to save games. Maybe you can add to the list, but for now, check mine out:

RW'S FAVORITE SAVED GAME SLOTS

- The "Whew!" Slot. Use this slot after completing a particularly difficult or tricky portion of the game, like obtaining all the Cogs of the Machine on Level 1, or anytime you defeat a tough villain.
- The "Uh Oh!" Slot. Employ this slot when the party is about to enter any game location that has proved impassable previously. If you successfully complete that portion, save the game in the "Whew!" slot.

RW'S FAVORITE SAVED GAME SLOTS CONTINUED...

- The "I Take It Back!" Slot. Create a save game before starting a new major game area, especially at the beginning of a new *Battlespire* level. That way, if you get stuck, or perform some totally bogus move, you can restart from the beginning of the level. The same holds true for starting potentially perilous portions of any one level.
- The Character Creation Slot. After beginning a new game, save right away after the lengthy process of generating that perfect character. That way, if you do badly right from the start, you can load the save game and play without going through all the steps in character generation.

ARCHIVING 8 BILLION SAVED GAMES

As mentioned above, *Battlespire* gives the player 10 save game slots, which may not be enough for you. To the rescue, your friendly, neighborhood operating system, whether Windowed or not. Yes, I am referring to whatever utility you own which will copy files from your hard disk or CD to a floppy. The process is called archiving saves.

In *Battlespire*, all the saved games are labeled "Save0-Save9." Go to the directory of the saved game you wish to archive. Simply copy all the files to a floppy disk or elsewhere on your hard disk. Save as many games as you wish this way. This frees up the archived games slot for saving other *Battlespire* positions. When you want a particular archived save game for playing, just copy from the archived saved game into one of the game's save directories.

The SAVENAME.TXT file contains the name of the save game. If you aren't sure which saved game you moved, just look inside that file.

THE WIZARD'S HAND

Without magic, *Battlespire* would be a journey only for the strong of body, not the strong of mind. Characters played with heightened intelligence are eligible to become magicians. These characters possess potent arcane abilities to cast magical fireballs bouncing off the dungeon's walls, summon beasts, heal the sick, and even become invisible for a time.

As you progress in *Battlespire*, the chances of mere brute strength providing the means to overcome monsters reduces constantly.

SPELLS AND SPELL-EFFECT PANDECT

NAME AND EFFECT	DURATION*	MAGNITUDE**	TARGET***	MAGIC SKILL
Cause Damage	0	2-20 +1-6 per 1 level	Other Only	Destruction
Confusion	2+ 1 per 1 level	0	Other Only	Mysticism
Continuous Damage	1+1 per 1 level	4-6 + 2-3 per 1 level	Other Only	Destruction
Cure Health	0	2-20 +1-6 per 1 level	Any	Restoration
Cure Poison	0	0	Any	Restoration
Delayed Damage	10+10 per 1 level	2-20 + 3-6 per 1 level	Caster Only	Destruction
Detect Enemy	5+5 per 2 levels	0	Any	Mysticism
Detect Invisibility	5+5 per 2 levels	0	Any	Mysticism
Detect Spell	5+5 per 2 levels	0	Any	Mysticism
Dispel Magic	0	0	Caster Only	Thaumaturgy
Etherealness	2+2 per 1 level	0	Any	Thaumaturgy
Fire Shield	8+3 per 1 level	50-50+1-10 per 1 level	Any	Alteration
Invisibility	5+5 per 2 levels	0	Any	Illusion
Jumping	5+5 per 2 levels	0	Any	Mysticism
Monster Summon	5+5 per 2 levels	0	Any	Illusion

THE BATTLESPIRE ANTHENAECUM

NAME AND EFFECT	DURATION*	MAGNITUDE**	TARGET***	MAGIC SKILL
Poison	1-1 per 1 level	4-6 + 2-3 per 1 level	Other Only	Restoration
Resistance	5+5 per 1 level	0	Any	Alteration
Shield	0	50-50+1-10 per 1 level	Any	Alteration
Slow Fall	5+5 per 2 levels	0	Any	Alteration
Spell Absorption	5+5 per 2 levels	10-50/20-20 per 1 level	Any	Mysticism
Spell Reflection	5+5 per 2 levels	10-50+20-20 per 1 level	Any	Thaumaturgy
Spell Resistance	5+5 per 2 levels	10-50+20-20 per 1 level	Any	Alteration
Teleport	0	0	Caster Only	Thaumaturgy
Vampiric Drain	0	1-6+1-3 per 1 level	Other Only	Restoration

* The resulting total represents the number of minutes or combat rounds the spell lasts.

** The resulting total represents the relative strength of the spell.

*** "Caster Only" means the spell impacts the caster; "Other Only" means the spell impacts a monster; and "Both" means the spell impacts either the caster or the monster.

ENCOUNTER'S WITH MEHRUNES DAGON'S MINIONS

What would a CRPG be without a host of odious monsters, most in need of an occasional bath and a dash of spring-like potpourri? *Battlespire* is no exception. A good deal of your time in the game will be spent trying to avoid or confront these miscreants. Mehrunes Dagon has unleashed dark minions by the thousands to stop you from escaping from the the Battlespire. Plan to exchange pleasantries with almost all of them. If you're looking for friendly shoulders to cry on, look elsewhere.

THE MONSTERS

In the beginning of the game and on every level, all the monsters are tough. Their attacks and overall strength match, and sometimes exceed, yours. Just like your character, monsters can cast spells and do all those special things you can do.

This section examines *Battlespire's* real-time combat system, divulging smart approaches to handling combats, including tips on using defensive magic to set up offensive forays. Special combats against important or particularly difficult monsters will be discussed in the walkthroughs below. The important topic of preparation for combat will be covered, as well.

Learn all about the monsters, including what they had for breakfast this morning. Gaze, with fear, upon the visages of the enemy.

MONSTER DIFFICULTY RANKINGS*	
Daedra Count	30
Daedra Lord	20
Dark Seducer	16
Seducer	12
Clannfear	11
Herne	9
Morphoid Daedra	8
Fire Daedra	8
Frost Daedra	8
Mistmen	6
Skeletons	5
Spider Daedra	5
Dremora	4
Vermai	3
Scamp	2
Wraith	NA**

* From 0 to 30, 30 being the most difficult.

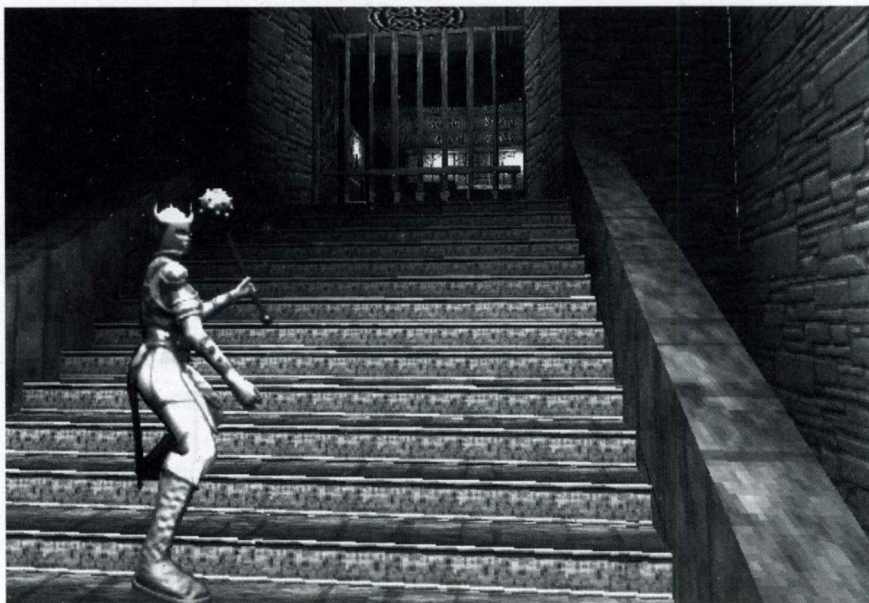
** Until *Book of Rest and Endings* obtained, wraiths on Level Three are indestructible. Level Seven wraiths have a difficulty rating of 12.

Reactions and Regeneration

Monsters are definitely territorial. The *Battlespire* designer honchos assigned specific areas to even the basest monsters.



Monsters attack the PC when the adventurer sets foot in its territory. In effect, the monster “notices” the PC, and acts accordingly. When a non-human monster notices the PC, its reaction is randomly determined. If the PC does not speak its language, or possess a Sigil Badge of



Recognition, the reaction is usually to attack. Human monsters are more cynical and much tougher to placate.

As we mentioned above, the adventurer could create temporary combat-free zones by successfully wiping out pockets of monsters encountered at various level locations.

MONSTER COMPENDIUM

The more information the *Battlespire* player has on monsters, the better off the PC will be. While *Battlespire* isn't all about combat, almost every important personage and object is guarded by high-level monsters. These monsters generally have one specific purpose in life. Make life miserable for the PC.

The following summarizes every monster encountered in *Battlespire*. It should be of invaluable aid to the PC during the quest. You'll learn where monsters hang out, their armor value, hit points, what kind of treasure might result from defeat, amount of damage to the PC's health from successful hit, special attacks, what weapons will and will not work, and their attributes.

Just browsing through the first few entries, you can't help but notice that *Battlespire's* monsters possess characteristics similar to those of the PC, whether pregenerated or custom. The common Scamp shouldn't seem much of a threat, unless the PC is really unlucky. As your eyes wander down the various monsters, a bad feeling in the pit of your stomach might result. Check out the capabilities of the elemental Daedras.

As a general rule, the easy monsters come first in the chart. Refer back to the Monster Difficulty Rankings for a general summation. By the time you get to the end of the chart, cold fear should be coursing through your veins.

One final thought: all the special enemies you must fight in the game have heightened characteristics of their generic racial origins. Before trying to defeat the heinous Dremora Methats on Level 1, check the stats for Dremora to get the skinny on him.

SCAMP

<i>Strength:</i> 20	<i>Intelligence:</i> 40	<i>Willpower:</i> 10
<i>Agility:</i> 60	<i>Endurance:</i> 20	<i>Personality:</i> 10
<i>Speed:</i> 65	<i>Luck:</i> 30	<i>Wounds:</i> 30
<i>Spell Points:</i> 0	<i>Skill Level:</i> 20	<i>Armor:</i> 2
<i>Attack Damage:</i> 1-6	<i>Weight:</i> 20	<i>Attack Spells:</i> Null
<i>Defense Spells:</i> Null		

Description: Small impish nuisances. Sort of the rat of the underworld. Low intelligence but wily, cunning, and quite cute.

DREMORA

<i>Strength:</i> 65	<i>Intelligence:</i> 50	<i>Willpower:</i> 70
<i>Agility:</i> 45	<i>Endurance:</i> 50	<i>Personality:</i> 35
<i>Speed:</i> 50	<i>Luck:</i> 45	<i>Wounds:</i> 35
<i>Spell Points:</i> 300	<i>Skill Level:</i> 40	<i>Armor:</i> 5
<i>Attack Damage:</i> 2-12	<i>Weight:</i> 200	<i>Attack Spells:</i> Cause Damage
<i>Defense Spells:</i> Null		

Description: Sophisticated, shrewd, cultured, subtle, manipulative. Marked variation in skills and toughness. Often offer worthwhile information.

VERMIL

<i>Strength:</i> 75	<i>Intelligence:</i> 30	<i>Willpower:</i> 50
<i>Agility:</i> 45	<i>Endurance:</i> 50	<i>Personality:</i> 15
<i>Speed:</i> 20	<i>Luck:</i> 35	<i>Wounds:</i> 50
<i>Spell Points:</i> 0	<i>Skill Level:</i> 40	<i>Armor:</i> 3
<i>Attack Damage:</i> 1-12	<i>Weight:</i> 200	<i>Attack Spells:</i> Null
<i>Defense Spells:</i> Null		

Description: These have long multi-jointed limbs , and speak in grunts.

CLANFEAR

<i>Strength:</i> 90	<i>Intelligence:</i> 40	<i>Willpower:</i> 65
<i>Agility:</i> 40	<i>Endurance:</i> 70	<i>Personality:</i> 20
<i>Speed:</i> 40	<i>Luck:</i> 45	<i>Wounds:</i> 100
<i>Spell Points:</i> 0	<i>Skill Level:</i> 50	<i>Armor:</i> 3
<i>Attack Damage:</i> 10-20	<i>Weight:</i> 200	<i>Attack Spells:</i> Null
<i>Defense Spells:</i> Null		

Description: Super muscular, clawed birds feet and loud manners describe these fiends which make up the troops of Xivilai Moath. Fierce, feral intelligence. Berserk fighting passion. Relentless.

SPIDER DAEDRA

<i>Strength:</i> 45	<i>Intelligence:</i> 65	<i>Willpower:</i> 60
<i>Agility:</i> 75	<i>Endurance:</i> 75	<i>Personality:</i> 65
<i>Speed:</i> 80	<i>Luck:</i> 65	<i>Wounds:</i> 70
<i>Spell Points:</i> 60	<i>Skill Level:</i> 60	<i>Armor:</i> 5
<i>Attack Damage:</i> 8-16	<i>Weight:</i> 120	<i>Attack Spells:</i> Poison
<i>Defense Spells:</i> Null		

Description: Quirky, impulsive, vicious, excitable, and unpredictable.

MORPHOID DAEDRA

<i>Strength:</i> 75	<i>Intelligence:</i> 60	<i>Willpower:</i> 65
<i>Agility:</i> 45	<i>Endurance:</i> 65	<i>Personality:</i> 35
<i>Speed:</i> 50	<i>Luck:</i> 65	<i>Wounds:</i> 100
<i>Spell Points:</i> 100	<i>Skill Level:</i> 50	<i>Armor:</i> 6
<i>Attack Damage:</i> 8-16	<i>Weight:</i> 250	<i>Attack Spells:</i> Cause Damage
<i>Defense Spells:</i> Null		

Description: The archetypal demon character. Big, horned, cloven feet, talons and a tail.

SEDUCER

<i>Strength:</i> 65	<i>Intelligence:</i> 75	<i>Willpower:</i> 70
<i>Agility:</i> 80	<i>Endurance:</i> 70	<i>Personality:</i> 100
<i>Speed:</i> 80	<i>Luck:</i> 75	<i>Wounds:</i> 80
<i>Spell Points:</i> 300	<i>Skill Level:</i> 70	<i>Armor:</i> 7
<i>Attack Damage:</i> 1-10	<i>Weight:</i> 100	<i>Attack Spells:</i> Cause Damage
<i>Defense Spells:</i> Null		
<i>Description:</i> Masterless Daedra who occasionally have interesting propositions.		

DARK SEDUCER

<i>Strength:</i> 85	<i>Intelligence:</i> 80	<i>Willpower:</i> 75
<i>Agility:</i> 85	<i>Endurance:</i> 60	<i>Personality:</i> 100
<i>Speed:</i> 80	<i>Luck:</i> 75	<i>Wounds:</i> 180
<i>Spell Points:</i> 400	<i>Skill Level:</i> 80	<i>Armor:</i> 8
<i>Attack Damage:</i> 10-20	<i>Weight:</i> 100	<i>Attack Spells:</i> Cause Damage
<i>Defense Spells:</i> Monster Summoning		
<i>Description:</i> Ruthless, cruel, indifferent. Intelligent and cynical. Suspicious. Sometimes have innate Spell Reflection and Spell Resistance.		

FIRE DAEDRA

<i>Strength:</i> 70	<i>Intelligence:</i> 50	<i>Willpower:</i> 60
<i>Agility:</i> 50	<i>Endurance:</i> 60	<i>Personality:</i> 35
<i>Speed:</i> 50	<i>Luck:</i> 45	<i>Wounds:</i> 90
<i>Spell Points:</i> 200	<i>Skill Level:</i> 60	<i>Armor:</i> 6
<i>Attack Damage:</i> 20-40	<i>Weight:</i> 250	<i>Attack Spells:</i> Cause Damage
<i>Defense Spells:</i> Null		
<i>Description:</i> Proud, fierce, persistent.		

FROST DAEDRA

<i>Strength:</i> 70	<i>Intelligence:</i> 50	<i>Willpower:</i> 60
<i>Agility:</i> 50	<i>Endurance:</i> 60	<i>Personality:</i> 35
<i>Speed:</i> 50	<i>Luck:</i> 45	<i>Wounds:</i> 90
<i>Spell Points:</i> 200	<i>Skill Level:</i> 60	<i>Armor:</i> 6
<i>Attack Damage:</i> 16-30	<i>Weight:</i> 250	<i>Attack Spells:</i> Cause Damage
<i>Defense Spells:</i> Null		
<i>Description:</i> Gullible, tough, and mean.		

GHOST (MISTMEN)

<i>Strength:</i> 50	<i>Intelligence:</i> 50	<i>Willpower:</i> 80
<i>Agility:</i> 70	<i>Endurance:</i> 50	<i>Personality:</i> 50
<i>Speed:</i> 50	<i>Luck:</i> 50	<i>Wounds:</i> 60
<i>Spell Points:</i> 200	<i>Skill Level:</i> 50	<i>Armor:</i> 6
<i>Attack Damage:</i> 10-15	<i>Weight:</i> 0	<i>Attack Spells:</i> Vampiric Drain
<i>Defense Spells:</i> Null		

Description: Collective manifestations of happy spirits found beyond life in the service of the master.

WRAITH

<i>Strength:</i> 50	<i>Intelligence:</i> 50	<i>Willpower:</i> 80
<i>Agility:</i> 70	<i>Endurance:</i> 50	<i>Personality:</i> 50
<i>Speed:</i> 40	<i>Luck:</i> 50	<i>Wounds:</i> Variable
<i>Spell Points:</i> 200	<i>Skill Level:</i> 50	<i>Armor:</i> 6
<i>Attack Damage:</i> 15-20	<i>Weight:</i> 30	<i>Attack Spells:</i> Null
<i>Defense Spells:</i> Null		

Description: Bitter malevolent spirits driven mad by limitless emptiness of life beyond the grave.

SKELETON

<i>Strength:</i> 50	<i>Intelligence:</i> 30	<i>Willpower:</i> 50
<i>Agility:</i> 40	<i>Endurance:</i> 60	<i>Personality:</i> 20
<i>Speed:</i> 50	<i>Luck:</i> 50	<i>Wounds:</i> 60
<i>Spell Points:</i> 0	<i>Skill Level:</i> 50	<i>Armor:</i> 8
<i>Attack Damage:</i> 12-18	<i>Weight:</i> 30	<i>Attack Spells:</i> Null
<i>Defense Spells:</i> Null		

Description: Complacent, passionless guards and servants. Relentless.

DAEDRA LORD

<i>Strength:</i> 90	<i>Intelligence:</i> 90	<i>Willpower:</i> 80
<i>Agility:</i> 70	<i>Endurance:</i> 70	<i>Personality:</i> 90
<i>Speed:</i> 80	<i>Luck:</i> 80	<i>Wounds:</i> 150
<i>Spell Points:</i> 500	<i>Skill Level:</i> 90	<i>Armor:</i> 10
<i>Attack Damage:</i> 15-30	<i>Weight:</i> 200	<i>Defense Spells:</i> Cure Health
<i>Attack Spells:</i> Continuous Damage; Vampiric Drain; Spell Reflection; Spell Resistance; Spell Absorption		

Description: Lesser nobility of the Daedra. Great variation in skill, toughness, and wit. Typically ambitious and opportunistic.

DAEDRA COUNT

<i>Strength:</i> 100	<i>Intelligence:</i> 100	<i>Willpower:</i> 100
<i>Agility:</i> 90	<i>Endurance:</i> 80	<i>Personality:</i> 100
<i>Speed:</i> 80	<i>Luck:</i> 90	<i>Wounds:</i> 300
<i>Spell Points:</i> 500	<i>Skill Level:</i> 100	<i>Armor:</i> 10
<i>Attack Damage:</i> 15-30	<i>Weight:</i> 230	<i>Defense Spells:</i> Cure Health
<i>Attack Spells:</i> Continuous Damage; Vampiric Drain; Spell Reflection; Spell Resistance; Spell Absorption		
<i>Description:</i> Middle nobility of the Daedra. Exceptional strength, often balanced by subtle but predictable weaknesses.		

HERNE

<i>Strength:</i> 65	<i>Intelligence:</i> 50	<i>Willpower:</i> 70
<i>Agility:</i> 45	<i>Endurance:</i> 50	<i>Personality:</i> 35
<i>Speed:</i> 70	<i>Luck:</i> 45	<i>Wounds:</i> 100
<i>Spell Points:</i> 0	<i>Skill Level:</i> 40	<i>Armor:</i> 5
<i>Attack Damage:</i> 8-16	<i>Weight:</i> 130	<i>Attack Spells:</i> Null
<i>Defense Spells:</i> Null		

Description: Aggressive, orderly, deliberate warrior-sportsmen.

By Level

This following chart pinpoints the level locations of every monster and special character, whether friendly or not, in Battlespire:

MONSTERS AND NPCs BY LEVEL

LEVEL	MONSTERS
1	Scamps, Vermai, Dremora, Rathine (Dremora), Clarentavious Valisious, Methats (Dremora)
2	Scamps, Vermai, Dremora, Gatanas (Dremora), Perthan Vorn (Spider Daedra), Tanchelm (Dremora), Sumeer Jabran (Dremora), Zenaida Nacarra, Rishaal Tamir, Wonshala Keriayn
3	Skeletons, Ghosts, Wraiths, Morphoid Daedra, Ideal Masters (Friendly and Unfriendly), Kirel Aman (Wraith), Paxti Bittor (Wraith)
4	Fire Daedra (Troops of Faydra), Frost Daedra (Troops of Xivilai), Seducers (Dagon's bodyguards and KGB), Dremora, Jaciel Morgen (Nocturnal Lieutenant), Deyanira Katrece (Nocturnal Subaltern)
5	Fire Daedra (Faydra's Troops), Hernes (Faydra's Huntsmen and Guards), Frost Daedra (Xivilai's troops), Dark Seducers (Xivilai's Gamekeepers), Si'ess (Dark Seducer), The Herne Brothers, Old Man Chimere
6	Clannfear (Xivilai's Troops), Hernes (Faydra's Troops), Dark Seducers, Daedra Counts and Lords (Imago's agents, Dremora aligned), Lomegan Mariel (Sirran Angada in disguise), Imago Storm (Grand Vizier), Faydra Shardai, Xivilai Moath
7	Dark Seducer, Daedra Counts, Daedra Lords, Jaciel Morgen, Wraiths, Mehrunes Dagon (Head Bad Guy!), PC's Companion (Josian Kaid or Vataasha Trenelle)

COMBAT PREPARATION

Monsters' attacks need to be anticipated. Competent and intelligent preparation is a must, especially for fixed encounters with high-level villains. Many critical decisions must be made if the player's character is to survive the inevitable fights.

Monsters love to attack weaponless, defenseless heroes. After you find that nifty weapon, equip immediately. Facing a Fire Daedra with your bare hands is pure folly. Although equipping can be done during combat, it takes time. Against tough monsters, this could be fatal. Equip before combats. Forewarned is forearmed!

Keep careful tabs on your Spell Points. You could have the most potent spells available for casting, but, without enough points, your magical party is over. Stock up on as many spell point replenishing objects you can find. Don't get caught with your points down!

COMBAT PREPARATION RULES OF THUMB TO LIVE (OR DIE) BY:

- Always have your weapon equipped where monsters might be present and ready to pounce.
- Assume that monsters will attack within the next few steps you take on the level.
- Cast preemptive spells. Spells such as Shield and Detect Enemy should be cast while exploring, rather than waiting for an attack.
- If your PC eschews magic, remember to stock up on magic items that simulate the casting of spells by spell-caster classes.
- PC's with extremely high agility often get more attacks than anyone else during combat.

- Monitor carefully the state of your weapons and armor. Once they deteriorate with age and constant use, they vanish.
- Resist the urge to burst into dungeon cusps. Approach these crossroads with deliberation. Sometimes, lurking monsters will give no warning grunt and will be hidden to the PC.
- If monsters approach from afar, use ranged or missile weapons, but only if you have such a weapon and projectiles equipped and your inherent skill is high enough. Just as the monster approaches within a pace or so, re-equip with a melee weapon.



REAL-TIME COMBAT

You've prepared your brains out for combat, but the real deal is here. Within spitting distance, monsters now face you down. It's time to rock and roll!

Based on the *Daggerfall* system, *Battlespire's* fast and furious monster encounters play out in real time. In real-time combat, the player must make quick, decisive judgments about what the PC will do in each round of a monster combat.

Encounter is probably an overly polite word, for what really occurs are flat-out, free-for-all, no-holds-barred clashes of brute strength and magic. Those gamers looking for a diplomatic approach to pacify monsters in Battlespire search in vain, except for rare cases. As emphasized elsewhere, expect little understanding, compassion, tolerance, or reason from most of the monsters.

What does “real-time” mean? Many CRPG’s employ so-called turned-based combat. There you calmly, without any time limits, select combat options. Monsters perform likewise. The computer then resolves the combat round, and the process begins again, until finished.

To see the fatal consequences of sitting back and relaxing during real-time combat, do exactly that. The next time monsters confront the party, take your hands off the keyboard. Do nothing. Fling epithets at the monsters. Perhaps, read “War and Peace”. Watch MTV, or a sitcom rerun. Exactly how fast the “Game Over” screen appears depends on the opposing monsters’ strength. But trust me, that screen will appear. Time to load a saved game!

SAMPLE “GAME OVER” SCREEN PRESENTED TO THE DEFEATED:

The good news is that you are still alive. The bad news is that you find yourself in a cold, damp dungeon cell. The good news is that the food isn’t so bad. The bad news is that you grow old and die in captivity without ever seeing another living soul.

SURPRISE, SURPRISE

Exploring Battlespire’s vast world, three kinds of monster encounters are possible. You surprise monsters, monsters surprise you, or neither side surprises the other. Sneaking up on monsters before they notice you is a wonderful occurrence. Try to keep the grin on your face from getting too big. Unfortunately, you can never, ever surprise the bigshot villains.

IN YOUR FACE

First, check with the Battlespire User's Guide. This gives the benefits and detriments of the different types of weapon attacks. When brandishing a weapon, keep your finger on the mouse button. Don't wait for any particular thrust to finish. About half or three-quarters of the way through each thrust, begin another in whatever direction you wish. That way there will be no delay in your melee attacks. Damage delayed is damage denied!

Consider the geographical position of your character when monsters attack. If in the open spaces, circle around them and try to get to a narrow hall or doorway. In that confined space, only one can attack at a time, increasing the chances of victory. In essence, let the monsters come to you.

Another strategy is to use the physical outlay of the land or indoor location in other ways. Back up against pillars, trees, or any obstacles that will reduce the number of sides your character exposes to attacking monsters. The fewer sides exposed, the greater your chance to win, but be careful—you can take damage from being slammed into unmovable objects!

Always, always, always take out a monster before moving on to a flanking attacker. A monster can whomp and pound a PC "to death", whether it has 1 or 20 million hit points remaining. Do not let up. Finish off a monster you've hurt, or suffer the consequences. Sometimes, when multiple monsters attack, particularly spellcasters, maneuver them so that they will destroy each other with their own spells or ranged weapons. By the way, no monsters in *Battlespire* have 20 million hit points. Hundreds perhaps, but not millions. Relieved?

Different weapon swings with diverse weapons lead to optimal results. Experimentation and practice will reveal if this particular strategy is feasible. Keep tabs on how well your equipped weapon is doing against the staggering variety of monsters possible. Re-equip another if the results are disappointing. Constantly observe the kind and amount of damage or healing taken or increased.

BATTLESPIRE COMBAT FORMULAE AND SAVING THROWS

What follows is a dizzying blur of numbers, strange terms, and mathematical calculations. For those so inclined, enjoy. For the rest of us, just assume that the higher your character's speed, strength and weapon skill, the better chance of more damage to the monster.

Weapon Speed

$$500 [\text{Speed Modifier } (.5(\text{weight}/30)^2 + 1) (-.5((\text{Skill} + (\text{Strength}/5) + (\text{Speed}/5))/140)^3 + 1]$$

Swing Types

ATTACK	HORIZONTAL CUT	THRUST	DIAGONAL SLASH	VERTICAL CHOP	RIPOSTE
Swing Speed Multiplier	1.00	1.25	1.00	.75	1.00
Swing Hit Multiplier	1.00	1.25	.75	1.00	1.00
Swing Damage Multiplier	1.00	.50	1.50	2.00	1.00
Minimum Weapon Skill	0	20	40	60	80
Mouse Movement	Left/Right	Forward	Diagonal	Back	Auto
Description	Normal everything	Faster, easier to hit, half damage	Normal speed, harder to hit, more damage	Slower, normal to hit, double damage	Automatic attack after successful parry.

Attack Formulae

$$\text{To hit} = \text{Attack Skill} + (\text{Luck}-50)/5 + \text{Agility}/5 * \text{Swing Multiplier}$$

$$\text{Anti To Hit} = \text{Defense Skill} + \text{Luck}/10 + \text{Agility}/5$$

$$\text{Actual To Hit} = 50 + (\text{To Hit} - \text{Anti To Hit})/2$$

$$\text{Dodge} = \text{To Hit} - (((\text{Dodge}/5 * \text{To Hit})/100)$$

$$\text{If target is ducking, Actual To Hit} = \text{Actual To Hit}/2$$

In other words, your likelihood of hitting your opponent is your To Hit roll. The probability that your opponent will hit you is the Anti To Hit. The actual determining factor in whether or not a successful attack is made is the difference between the two. If you dodge, the chance that you will be hit is halved. (*Battlespire* will automatically check your dodging skill.) The probability range for To Hit scores is from 5 to 95. You cannot score any less than five or any more than 95 percent on a To Hit roll.

The part of the body which is hit is determined by a random number from 1 to 100, with each body part given a specific range of numbers as follows:

BODY PART	PERCENTAGE
Helmet	10%
Pauldron	20%
Cuirass	40%
Greaves	15%
Gauntlets	10%
Boots	5%

Critical Hit = To Hit/20 + Critical Skill/7

1-60 = Maximum Damage, and the screen will read, "You land a telling blow."

61-90 = Target loses 2 attacks

91-100 = Maximum Damage and double knockback. The screen will read, "You send your opponent reeling."

Special Hit = To Hit/5

Knockback * 2

$(\text{Damage}(2.5(\text{Skill}/100)^2)) + ((\text{Strength}-50)/10 + \text{Material}-1)$

Or backstab skill, whichever is greater.

Backstab

$\text{Chance} = 10 (\text{Attacker Level} - \text{Defender Level}) + \text{Backstab Skill}$

If a Backstab is successful, the opponent automatically dies. Otherwise, the chance to fail is the same fail chance which applies to all combat.

Fail to hit

0-49% Off Balance, weapon delay 10% flat for 2 seconds

50-90% Damage Weapon, 10% of weapon's Hit Points are lost.

91-100% Drop Weapon

When you attack an opponent, he loses health or Hit Points.

At times, the best offense is a good defense. Resist the urge to pummel monsters in combat with offensive spells and items only. Sure, it looks cool to watch those awesome fireballs wreak havoc

on monsters, but it is not always the most effective strategy. However, in a combat where you have clear superiority, blast away.

Finally, to conserve magic points, have heroes attack with enchanted items. In essence, you will be casting spells without wasting the magic points.

MAGICAL COMBAT

An important feature of spell-casting is the effect and lasting energy of certain magic spells. Some spells might last for a combat round or two, while others may run for the duration of the combat. If a spell has been cast on your PC, an icon representing that spell will appear on your screen. Just remember, laughing in the face of monsters while unknowingly no longer protected by that impressive Shield spell will result in a major league wake-up call.

Take advantage of your spell-casting character's ability to ready a spell. When surprised by monsters, or tactically failing to notice a hostile monster's approach, spell hot keys can be used to cast spells without much wasted time or effort, since it requires only the press of one key.

Another important piece of inside information is to ignore the mouse for spell-casting during combat. Using the mouse to cast spells requires several clicks. On the other hand, simply hitting F2, for example, to cast the readied spell is a single keypress. Some of you rodent lovers may object, but when a fire golem is breathing down the PC's neck, the mouse should step aside for the trusty keyboard.

Fire and water do not mix. So casting a fire spell on a Fire Daedra is guaranteed to do little or no damage. The fire monster will not make the same mistake casting spells at you. Always watch carefully for any spells that do not affect certain monsters much (or at all). Avoid wasting a combat turn in future skirmishes.

LIVE TO FIGHT ANOTHER DAY

When ambushed by monsters and outgunned, discretion, in the form of a mad dash for cover, may be the better part of valor. It is important to

note that all the movement keys work fine, even when a monster is flailing away at the PC.

Escape attempts have one rather disastrous consequence. The monsters may get free whacks at your chicken-livered, fleeing, and unprotected back. Ouch! On the good side there is no shame or game penalty for running successfully from combat, by fleeing out of the current chamber or corridor.

While fleeing monster encounters is sometimes advisable or indeed prudent, many monsters can not be avoided. You must eventually defeat all monsters with the important sigils, and certain special personages before you can continue your journey upward through the Battlespire.

GOOD FORTUNE

The Battlespire virtually overflows with treasure. There is no gold, but—there are many useful items to be found. Some are just lying about, others can only be acquired by picking the bones of your fallen foes.

Legend for Fortune Charts

Stuff	Battlespire level
Treasure Type	Generic name for every type of treasure findable in the game. (reference chart in next chapter "Treasure Types")
Numbers	Percentage chance of finding item on levels and monsters.

Each column represents another check for the indicated item. For example, weapons on level one are checked for three times at 5%, 5%, and 0%.



THE BATTLESPIRE ANTHENAEUM

	TREASURE TYPE	CLOTHES 1	CLOTHES 2	CLOTHES 3	WEAPON 1	WEAPON 2	WEAPON 3	ARMOR 1	ARMOR 2	ARMOR 3
Stuff 1	1	5	5	0	5	5	0	5	5	0
Stuff 2	2	5	5	0	5	5	0	5	5	0
Stuff 3	3	5	0	0	10	0	0	10	5	0
Stuff 4	4	5	0	0	5	5	0	5	5	0
Stuff 5	5	5	5	5	5	5	0	10	5	0
Stuff 6	6	5	5	5	5	5	5	10	5	5
Stuff 7	7	0	0	0	5	5	5	5	5	0
Scamp	9	5	5	0	5	5	5	5	5	0
Vermai	10	0	0	0	10	5	5	20	5	0
Dremora	11	10	0	0	40	5	0	40	20	5
Spider Daedra	12	20	5	0	20	0	0	20	5	0
Skeleton	13	0	0	0	10	5	0	10	10	10
Ghost	14	0	0	0	0	0	0	0	0	0
Wraith	15	0	0	0	0	0	0	0	0	0
Morphoid	16	20	5	0	30	10	0	30	10	0
Fire Daedra	17	20	10	5	30	10	0	20	10	10
Frost Daedra	18	20	10	5	30	10	0	20	10	10
Herne	19	10	5	0	20	10	0	20	10	0
NONE	20	20	5	0	30	10	0	30	10	0
Clannfear	21	10	5	0	30	10	0	20	10	5
Seducer	22	30	10	5	30	10	0	30	10	5
Dark Seducer	23	5	0	0	30	10	0	5	5	0
Daedra Count	24	20	5	5	30	10	0	30	10	5
Daedra Lord	25	20	5	5	30	10	0	30	10	5

	TREASURE TYPE	MISC 1	MISC 2	MISC 3	MAGIC 1	MAGIC 2	MAGIC 3	AMULET 1	AMULET 2
Stuff 1	1	5	5	0	5	0	0	0	0
Stuff 2	2	5	5	0	5	0	0	0	0
Stuff 3	3	5	5	5	5	5	0	0	0
Stuff 4	4	5	5	0	5	5	5	0	0
Stuff 5	5	5	5	5	5	0	0	0	0
Stuff 6	6	5	5	5	5	5	5	0	0
Stuff 7	8	5	5	5	10	10	5	0	0
Scamp	9	5	5	5	10	5	5	80	0
Vermai	10	5	0	0	5	0	0	80	0
Dremora	11	10	5	0	10	0	0	100	10
Spider Daedra	12	10	0	0	10	0	0	80	0
Skeleton	13	5	0	0	5	0	0	0	0
Ghost	14	10	5	5	25	10	0	0	0
Wraith	15	10	5	5	35	20	10	0	0
Morphoid	16	10	0	0	20	5	0	80	0
Fire Daedra	17	10	0	0	5	5	5	80	0
Frost Daedra	18	10	0	0	5	5	5	80	0
Herne	19	10	5	5	10	5	5	80	0
NONE	20	10	0	0	20	5	0	80	0
Clannfear	21	0	0	0	10	5	5	80	0
Seducer	22	10	5	0	30	5	5	80	0
Dark Seducer	23	5	0	0	20	20	20	80	0
Daedra Count	24	5	0	0	20	10	10	80	0
Daedra Lord	25	10	0	0	20	20	20	80	0

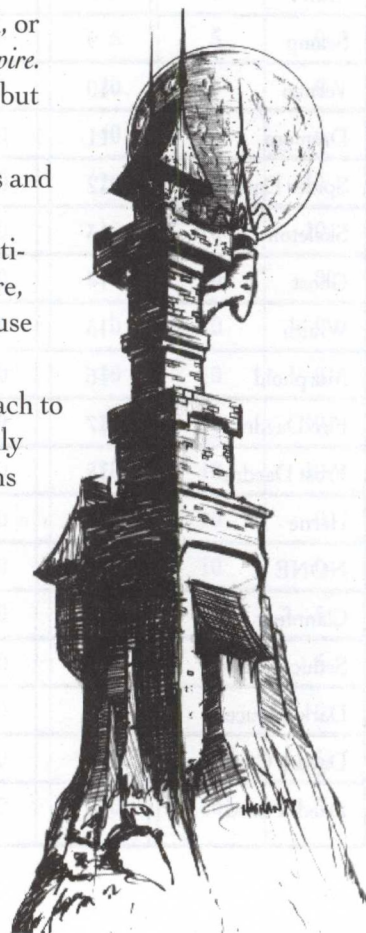
ACCOUTERMENTS, STUPEFACTIONS, AND REMNANTS

There are scads of diversified and numerous key items in *Battlespire*. Most items have magical properties. Some are found on monsters; friends and powerful enemies carry some; others are just scattered all through the levels.

Scenario Items are either very unusual, or absolutely necessary to completing *Battlespire*. The Magical Relics are special items also, but not quite as important.

Consult the Legend for Scenario Items and Relics to interpret the listings. The charts that follow the Legend are somewhat repetitious of others, above. They are placed here, with special numbering, to expedite your use of the item listings.

Since many magical properties can attach to weapons, armor, rods, or other articles, only the property is listed in the "name" portions of the charts.



Below is a list of all the possible things to which magical properties can be assigned.

TREASURE TYPES:

ID#	SPECIFIC ITEM
0	Dagger
1	Short Sword
2	Longsword
3	Broadsword
4	Claymore
5	BattleAxe
6	WarAxe
7	Mace
8	ShortBow
9	LongBow
10	CrossBow
11	Javelin
12	Sling
13	Staff
14	Spear
15	Potion
16	Sack
17	LgChest
18	SmChest
19	Clothing
20	Gem
21	Scroll
22	Arrow
23	Lantern
24	Helmet
25	Cuirass
26	Pauldrons
27	Greaves
28	Boots
29	Gauntlets

SCENARIO ITEMS AND MAGICAL RELICS

The following chart includes a description of different types of enchantments. They affect various objects which can be found throughout the Battlespire. Whether you find a Cloak of Brazen Weavers or a Tunic of Brazen Weavers, it will have the characteristics described below.

ITEM	SPELL	CAST	MAGNITUDE	SKILL	ADV/DIS	USES	LVL
Typos Sophia	Spell Resistance	When used	4	None	Forbidden Armor: Medium	30	1
Lord Methats	None	When equipped	NA	Swimming	None	N/A	1
Magica Resartus	Restore Spell Points	When used	2	None	None	10	Any
Precipitous Travel	Teleport	When used	2	None	None	10	Any
Assassin's Glory	Detect Enemy	When equipped	4	Backstabbing	Forbidden Armor: Medium	N/A	2
Lambent Fire	Fire Shield	When used	2	None	Critical Weakness to Cold	50	2
Waxen Abruption	Dispel Magic	When used	4	None	None	5	2
Brazen Weavers	Shield	When used	2	None	Resistance to Shock	30	2
Sundark Drape	Invisible	When equipped	4	Stealth	Low Tolerance to Magic	10	2
Rimmon's Fingernail	Vampiric Drain	When striking	4	None	Forbidden Material: Daedric	50	2
Supple Beast	Vampiric Drain	When striking	2	REDUCES: Shortblade, Longblade, Hand to Hand, Axe, Blunt Weapon	Forbidden Material: Daedric	50	2

ITEM	SPELL	CAST	MAGNITUDE	SKILL	ADV/DIS	USE	LVL
Scourge, Blessed of Malacath	Poison	When striking	8	None	Forbidden Material: Daedric, Low Tolerance to Magic	Unltd.	2
Summoner's Concordance	Summon Monster	When used	4	Thaumaturgy, Mysticism	None	10	2
Arcane Sight	Detect Spell	When used	2	None	None	10	2
Argent Warding	Spell Resistance	When equipped	2	None	Forbidden Armor: Medium	50	2
Percipience	Detect Spell	When used	2	None	None	100	2
Traveler	Teleport	When used	2	Thaumaturgy	Forbidden Armor: Medium	10	2
Forbidding	Delayed Damage	When used	2	None	None	25	2
Bold Warrior	None	N/A	2	Shortblade, Longblade, Hand to Hand, Axe, Blunt Weapon	Low Tolerance to Magic	20	2
Craven Knave and Jackal	Etherealness	When striking	2	Missile	Low Tolerance to Shock, Low Tolerance to Poison	10	2
Cursed Traitor	Poison	When striking	2	Backstabbing	Critical Weakness to Poison	10	2
Brittle Husk	Vampiric Drain	When used	2	None	None	10	Any
Pilot	Cure Health	When used	3	None	None	10	Any
Pillar	Cure Spell Points	When used	3	None	None	10	Any
Passage	Vampiric Drain	When used	3	None	None	10	Any
Airy Gills	Water Breathing	When used	3	None	None	10	Any

MAGIC SPELLS

NAME	EFFECT
Blight	Medium Damage to Target
Agony	Major Damage to Target
Spite	Minor Damage to Target
Fate	Medium Damage to Target
Despair	Major Damage to Target
Spellshifting	Spell Reflection
Revelations	Major Delayed Damage
Mysteries	Medium Delayed Damage
Secrets	Minor Delayed Damage
Vampire	Vampiric Drain
Convulsion	Confusion
Wizardbrand	Major Magic Damage
Apprentice	Minor Poison Damage
Journeyman	Medium Poison Damage
Master	Major Poison Damage
Subtle Force	Minor Shock Damage
Broad Force	Medium Shock Damage
Grand Force	Major Shock Damage
Biter Bitten	Fire Shield
Purity	Cure Poison
Healing	Minor Cure Health
Hero	Medium Cure Health
Whole Flesh	Major Cure Health
Lightness	Jumping
Between	Teleport
Lesser Vigil	Minor Shield
Greater Vigil	Medium Shield
Shield-Biter	Adrenaline Rush, Forbidden Heavy
Grand Vigil	Major Shield
Grand Warding	Resistance to all Elements

NAME	EFFECT
Fiery Ward	Resistance to Fire
Frosty Ward	Resistance to Frost
Magicka Ward	Resistance to Magic
Poison Ward	Resistance to Poison
Shock Ward	Resistance to Shock

NAME	ADVANTAGE/DISADVANTAGE
Potent Kin	Resistance to magic, low tolerance for poison and shock
Fire Kin	Resistance to fire, low tolerance for frost
Frost Kin	Resistance to frost, low tolerance for fire
Stolid Kin	Resistance to shock and posion, low tolerance for magic
Potent Heart	Immunity to magic, critical weakness for poison and shock
Fire Heart	Immunity to fire, critical weakness for frost
Frost Heart	Immunity to frost, critical weakness for fire
Stolid Heart	Immunity to shock and posion, critical weakness for magic
Singing Air	Acute hearing
Spirit Vault	Spell absorption, low tolerance for fire and frost
Pure Heart	Rapid Healing
Profane Vitality	Regenerate health, low tolerance for magic
Profaned Firmament	Regenerate Spell Points, low tolerance for shock and poison
Saintly Dervish	Athleticism
Fawn's Gleaning	Increased magery x1, forbidden heavy armor
Hawk's Gleaning	Increased magery x1.5, forbidden medium armor
Eagle's Gleaning	Increased magery x2, forbidden light armor
Lion's Gleaning	Increased magery x3

Spells that enhance skills have a set pattern. If you have a spell for "sanguine" anything, it will make minor improvements in that skill. If it is "assured", you will have medium improvements in that skill. If it is "masterful", you will have major improvements, and if it is "incomparable", then you're really really good at it now. Other than that, all of the descriptions pretty much make sense, but for the purpose of specification:

SKILL	SPELL NAME
Stealth	Stalking
Swimming	Swimmer
Backstabbing	Surprise
Jumping	Leaping
Destruction	Red Wisdom
Restoration	Green Wisdom
Illusion	Silver Wisdom
Alteration	Golden Wisdom
Thaumaturgy	Unseen Wisdom
Mysticism	Unknown Wisdom
Shortblade	Swiftblade
Longblade	Hewing
Hand to Hand	Horny Fist
Axe	Deep Biting
Blunt Weapon	Smiting
Missile	Sureflight

So, for example, Sanguine Green Wisdom will make you a little better at Restoration, whereas Incomparable Leaping will enable you to jump really well.



WEAPONS AND ARMOR

The Battlespire User's Guide gives you all the important details on weapons and armor, including the various attaching metals. There's no need to repeat that information here.

On the other hand, if you find weapons or armor with a tagline indicating magical properties, simply consult the Magical Relics section to find out what special abilities your new find possesses.



THE BATTLESPIRE ATHENAEUM



CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

What follows is a sweeping and meticulous analysis on how to win *Battlespire*. Since the Weir Gate is blocked, the only way out to Tamriel is up, a mere seven levels by way of the most hostile territory imaginable. Escaping the Battlespire poses quite a challenge to even the experienced gamer.

Each of the 7 *Battlespire* levels is carefully dissected in the following segments:

GOALS:

Learn exactly what escapades are expected of your character to rise through the level.

BUILD AWARD POINTS:

Discover the build award point totals earned by the player on completion of the level. Use these points to purchase and raise PC skills, attributes, and advantages before tackling the next level.

SCOUTING REPORT:

A roll call of the monsters and important friends and enemies on the level. For details on how to handle the monsters, consult the Monster Compendium. For details on how to handle friends and enemies, see the level blueprints.

BLUEPRINT:

- A level's blueprint first exhibits a bird's-eye panorama of the entire level, where practical, or a major chunk of the level. For every level chamber (called "rooms" in computer game design parlance), learn exactly what special game events, important items, peculiar characters (both friend and foe), puzzles, riddles, restorative gems, and other fun things occur or can be found. Obtain the straightforward answers to every dilemma.
- Every corner of the level is examined minutely and displayed for the player. Navigate easily through the levels with extensive screens straight from the game, taken from every conceivable angle. Follow the picture perfect routes through the entire Battlespire. What you will see in the game is what you will see here. Every screen numbers the rooms displayed that corresponds directly with the room numbers in the Blueprint.
- Plan to take a leisurely route? If you wish, head straight for the level's special events to advance upward, knowing, if you do, you'll miss lots of nifty items, happenings, to say nothing of monster fights. For this information consult the Critical Path Walkthroughs for each level. Before you take the Critical Path, you should realize that you probably will not be able to finish the game this way. Sure, ideally, you can get through the game by following only the Critical Path, if you're a GOD, and don't need to get the valuable experience afforded a player who beats up everything on the level. The Critical Path is an excellent tool when used as a checklist, but don't rely on it to get you the increased skills you will need to succeed in your journey through the Battlespire.

- Many *Battlespire* monsters carry random treasures, abandoned when defeated by the player. Chance factors also determine what might or might not be in treasure chests, piles, or the corpses of dead battlemages.
- Because of this, take the room treasure lists with somewhat of a grain of salt. Not that there will be no treasures, but exactly what is not predictable with certainty. Consider the chart found in the Good Fortune section for likely treasures to be won after defeating monsters. Of course, you can count on scenario items important to the advancement of the story being exactly where the blueprint says they are.
- Best of all, the Blueprint quotes or paraphrases all-important dialogue, whether spoken or found on scrolls or plaques. Dialogue will be provided for all the big important level-boss type guys, and even some for the less important people. The dialogue provided may or may not be the most intelligent thing for your PC to say, but it will provide information.

CRITICAL PATH WALKTHROUGH:

Fancy finishing *Battlespire* in record time? Interested in catching some long-lost sleep? Fighting off your family for use of the computer? Is Monday Night Football on again? Late for work?

We have just the solution. This section contains a step-by-step, concise checklist of the direct path through each game level. The checklist numbers sequentially the actions to be taken, followed by the Battlespire (and Blueprint's) room number in parentheses.

PREVIEW

Level 1 is relatively straightforward and uncomplicated. The invaders are small in number, weak, and disorganized. The living quarters of the 5 battlemages provide for interesting exploration. Kill lots of things while you still can, so that you'll have improved your skills by the time you reach bigger and badder monsters.

Level 2 houses the Battlespire's administration offices, labs, and library. Three squabbling factions of Daedric servants of Mehrunes Dagon provide the opposition.

Level 3- The Soul Cairn features the dispossessed souls of the mages and vanquished foes who are trapped on this level. The dead roam this level as ghosts, wraiths, zombies and skeletons. In a true oxymoron for your situation, the level ends near the Chapel of Love.

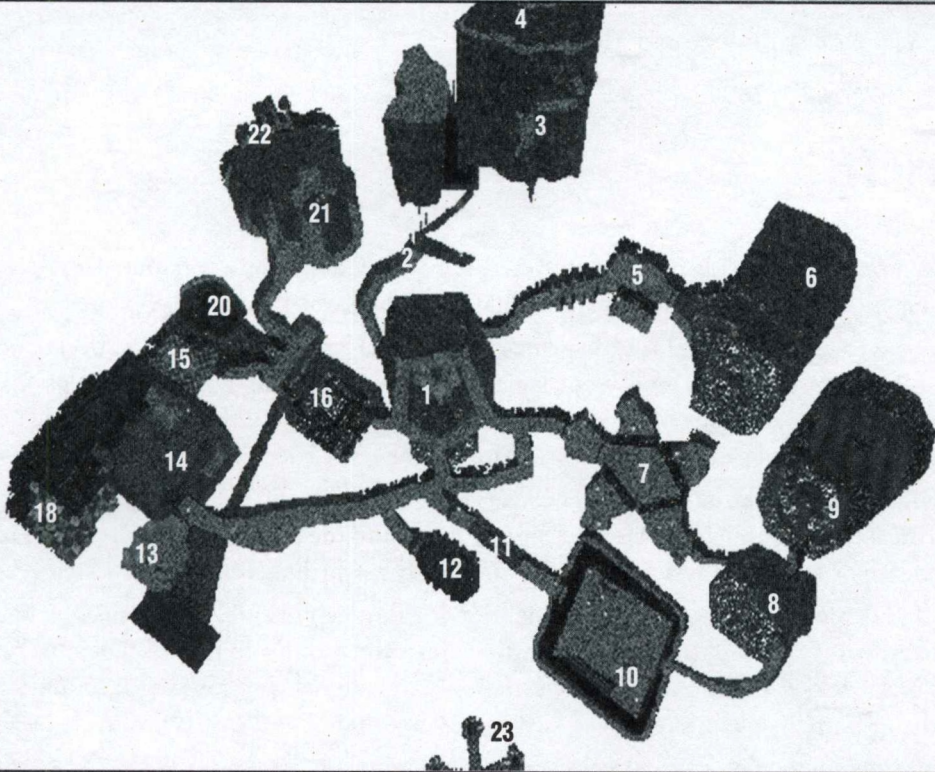
Level 4- Shade Perilous calls for you to deal with its allruling lord, Jaciel Morgen, a servant of the Daedra Princess Nocturnal.

Level 5- The Chimera of Desolation takes you outdoors into the light, to the extent that light actually filters into virtual reality. Monsters roam the wilderness and some of the temple burial sites. The Daedra have taken over. There's a hunt going on here, and guess what's for dinner. That's right. You.

Level 6- The Havoc Wellhead is the home of some of the legions of Mehrunes Dagon's Daedra. This level has many of the more soldier type Daedra all over the place and is basically wall-to-wall combat for the player.

Level 7- The Hunting Lodge of Mehrunes Dagon is the Daedra Prince's last line of defense against your successful journey from Level 1.

THE WEIR GATE—LEVEL 1



GOALS:

Retrieve 5 cogs to repair and assemble the machine granting access to the Star Galley Hangar. Two cogs are held by scamps found around the level. Another Cog can be found in the chambers of the remaining non-possessed, but loopy battlemage, Clarentavious Valisious. To get to his chambers, you must first talk to him and get the password. A fourth cog lies in a sack beneath a dragon's skeleton. Finally, a particularly nasty Dremora, Rathine, must be "persuaded" to give up a cog.

Four of Battlespire's five magical anchors have been disconnected. Reconnect them or you can't leave this level. If the monsters [or a dopey hero] disconnects the sole remaining coupled anchor, the Battlespire and you will implode in a most dreadful way. Game Over!

BUILD AWARD POINTS:

600

MONSTER SCOUTING REPORT:

Scamp

Vermai

Dremora, including Rathine and Methats

Clarentavious Valisious

BLUEPRINT:

1. Weir (Weir Gate entry)

- Battlespire begins outside its main entrance, the Weir Gate, where you innocently prepared to begin training with the resident battlemages. What you found was hardly to be expected!
- Unknown to you, the dark Daedric prince Mehrunes Dagon unleashed a terrifying invasion force on the Battlespire. Vicious monsters roamed everywhere causing wanton destruction and looting. You can just hear someone or something utter a battle cry to loot the august private quarters of the 5 battlemages in charge of the Battlespire. Most of the level's denizens seem to be helpless or dead.
- No going back to Tamriel for you! The Weir Gate is entirely sealed by the Hefhed Sigil of Mehrunes Dagon. Touch the Hefhed Sigil or jump into the pit at your own risk, but unless you consider death or massive physical damage particularly rewarding, it is not suggested.
- You are not alone! Remember the competition for Battlespire entry? The one who bested you came upon and witnessed this grisly scene shortly before you did. From time to time, this resourceful survivor of a sidekick leaves behind scrolls, potions, and amulets for your edification. Nearly every guard and Battlemage in Battlespire has been slain or possessed.
- Relax. This level, being the first you encounter, is relatively straightforward and uncomplicated. The invaders are small in number, weak, and disorganized. Here, you can hone your fundamental skills, fighting techniques, and exploration strategies. True, people and structures are dropping like flies, but adversity is your middle name!
- Five exits spiral out from the central core of this room. Your first monster encounter! Several scamps cluster around the corpse of a fallen Battlemage. Chat with the cute little devils, and trick them into joining your team. Swear not to harm them, or invite them to join your war band. Later you can murder and loot them.
- Corpse of the Wizard of the Gate.

2. West corridor/ Corridor to the Rope Bridge Cavern

- Scamp: Doht Sigil Amulet of Entry
- Your ability to navigate around the Battlespire's 7 levels depends on your finding or winning these amulets. While fleeing monster encounters is advisable when outgunned, you must gain at least one Amulet of Entry for each warding sigil on a level.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

3. Hell Room of Hanging Paths (Rope Bridge Cavern)

- It is definitely a good idea to drop a teleport (if you have the Spell Points) and save a game before attempting this room.
- Vermai monsters make their first dramatic appearance. Use techniques learned at the Weir Gate to trick them into becoming dead-on cannon fodder.
- Doht Sigil: First rope bridge. Use the Doht Sigil Amulet of Entry earned in Corridor to the Rope Bridge Cavern.
- The Vermai and Scamp Monsters in this room have some small treasures, consisting of mostly amulets and a few weapons.

4. Temple on the Rock

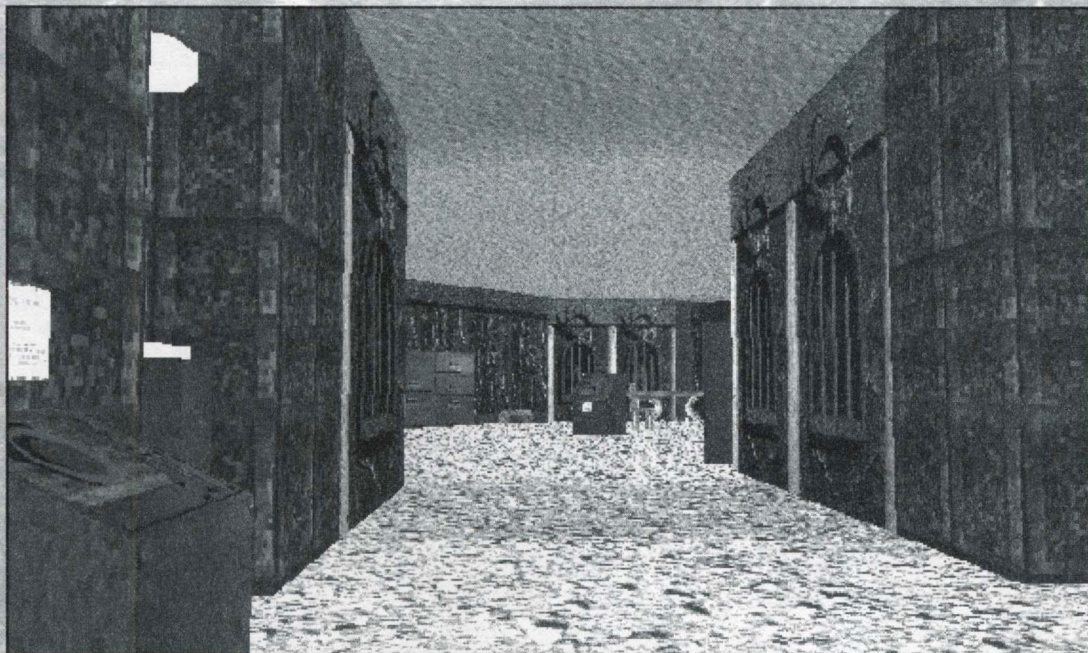
- Dremora Rathine, a lieutenant to Methats, stops by for a visit. An overconfident and languid rogue, he lives in fear of his boss. Rathine hurls spells on the player at an alarming rate.

Defeat him for the Cog of Pinion Precession. Only 4 to go!

- Restore Spell Points and Wounds Level.

In various locations throughout the game, you will find Blue Restoration Gems. Collide with or click on these gems to restore Wounds and Spell Points. Some gems only partially restore, while others restore to maximum. These Blue Gems disappear after use to recharge, but they'll reappear in about a minute, ready for another restoration.

- Treasure: Cure Health potion.



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5. Control Room

First of all, on your way to this room, you must stop in the corridor for a few things:

- Anchor: Reconnect. Only 3 left!

- Plaque:

"For the edification and admonition of all that should pass through this hall. Know that this is one of the five great Anchors that moor the Battlespire in its place and retain it in the life-flood of sustaining Magicka, without which there would be no light, no life, no Being."

- A couple of Dremora wait at the end of the hall to kill you a little bit.
- Clarentavious Valisious: The crazed but last surviving battlemage-administrator of the Battlespire, is found near through the secret door to the right of the Cog Machine. To avoid invading Dagon minions, he cleverly pretended to be a possessed servant of the Daedra.

Password "boustrophedon" to Valisious' quarters, reachable only by teleportation.

Typos Sophia: Staff, providing complete protection against Daedric possession, awarded if you kill Methats, and return with his Pauldron of Office.

- Plaque:

"Star Galley Crib Opening Mechanism- Operation without Permission of His Honor, the Venerable Artificer, is Expressly Forbidden. Gaze Upon this Device and its Subtle Workings, and Tremble with Wonder! By the grace and gifts of Clarentavious Valisious, thus the Star Galley is Made Fast and Secured Thereby."

- Treasure: cuirass, greaves, and boots in chest on North wall of Control Room.
- Hint You Can Thank Us For Profusely: Under no circumstances attack a static game celebrity, whether friendly or not. And under absolutely, positively no circumstances attack more than once.



6. Star Galley Hangar

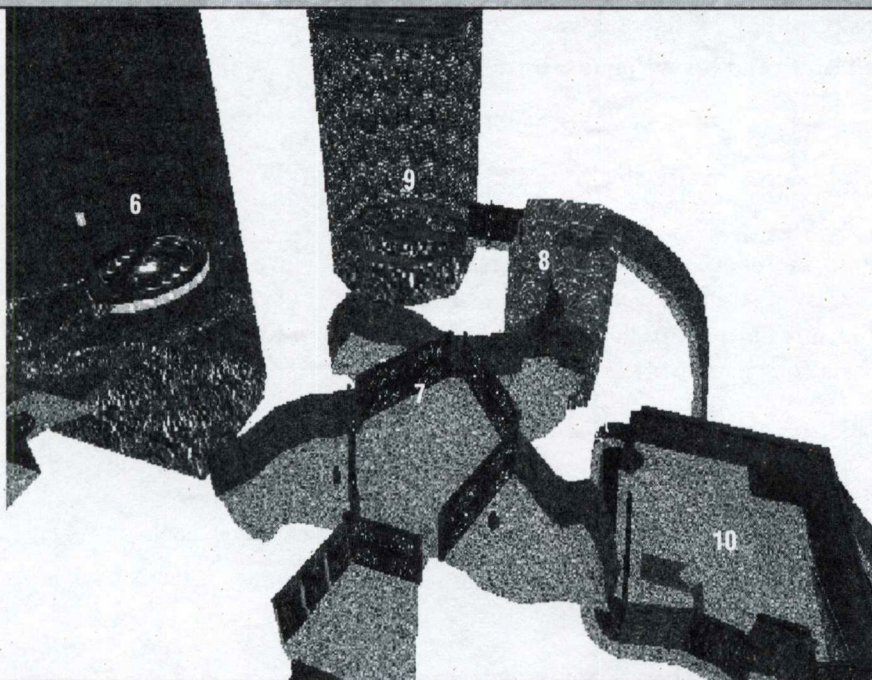
- The only way to exit the level is to enter this room, behind a locked door, decked with a panel stripped of proper working gears. The player must collect 5 cogs from around the level, and add them to the panel. Only then will the door open.
- Enter powered-up Star Galley (a platform hanging above a pool of lava), for immediate transport to Level 2:

"With a shudder, the Star Galley disengages from its moorings and embarks on its journey to the higher stations of the Battlespire."

7. Pentagonal Cave

- This room of many doors and many monsters is another place for some serious combat training. Perhaps a save is in order before entering?

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- The Pentagonal Cave can be completed by clicking first on the Northwest door to open it. After that, click the buttons on the podiums in each alcove, and they will open the next door.
- Treasure behind final door: potions of Cure Health, and Cause Damage. (By the way, Cause Damage damages YOU. Just say "No.")

8. Room of Floating Rocks

- Treasure on wooden platform: javelins, Dagger of Masterful Swiftblade.
- If you click the button on the podium next to the Treasure chest, another wooden platform moves down. You can jump to this platform, and wander down the corridor to find the Gauntlets of Profane Vitality. If you journey further down the hall, however, you will only find a hole in the floor which drops down into the Split Level Battle Arena. Unless you want to be there, turn around and go back through the Floating Rocks room.

9. Wooden Lift Room

- Dremora: Dohd Sigil Amulet of Entry.
- Treasures: potions of Cure Health, Jumping, and Restoration (of Spell Points).

10. Split- Level Battle Arena

- Giant open battle arena.

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- Scamp: Cog of Fang Interleaving. Only 3 to go!
- Restore Health and Spell Points Gems.

11. The Grand Staircase

- Treasure: Potions of Cure Health and Etherealness.
- Scroll:

"I've found another of those damn things like the ones which are blocking the Weir Gate - and a little Daedra went straight by it! I think he's got some sort of special charm or something that lets him through. I sure can't get past. Oh, and here's another hint for you - there's a big gem thing just near here - heals you right up! Boy, was I glad to find it!"

12. Green Anchor Room

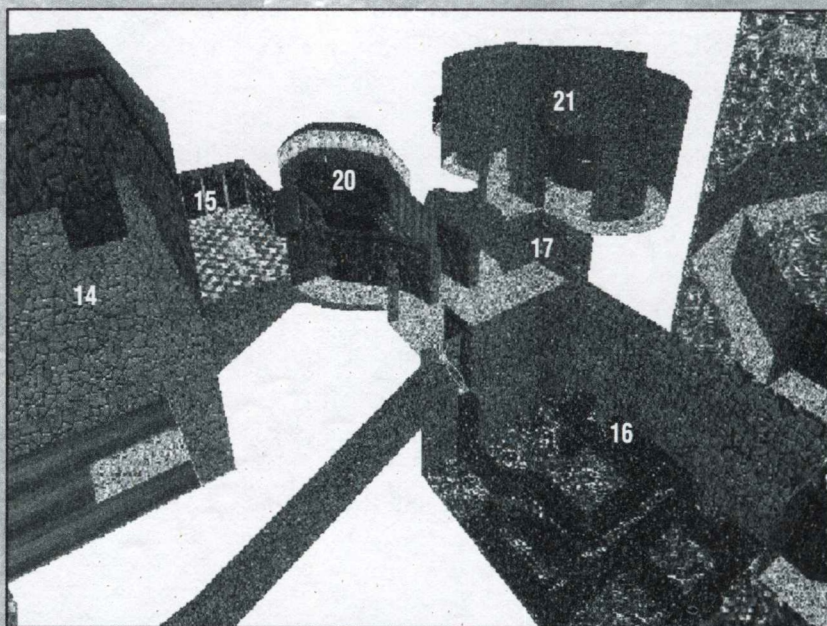
- Anchor: Reconnect. Only 2 left!
- Scamp: Javelin, Claymore of the Steward

13. Beige Anchor Room

- Anchor: Reconnect. Only 1 left!
- Treasure in chest: shortbow, arrows, dagger

14. Maze of Rising Platforms

- Treasure: Helmet of Resolve, javelin, dagger, longsword, cuirass.



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15. Formal Hall

- Scamp: Cog of Flux Capacitation. Only 2 to go!
- Treasure: greaves, pauldrons, mace.

16. Maze of Metal Girders Room

- Scamp: Doht Sigil Amulet of Entry.

17. Lattice-Floored Junction Room

- At the bottom of the staircase:
- Companion's Scroll:

"I've heard that one of the Battlemages is still alive - Clarentavious, I think. I haven't seen him, but then, I haven't had time to look for any secret doors or anything. They wanted him because of some machine or other that's broken. Oh, and Methats seems to be the one who's being left in charge, if you're interested. Stay close, you might need me!"

- Arrows, Dagger, Shortbow

18. Dead Dragon's Cavern

- In sack under skeleton of Dead Dragon: Cog of Futlock Reciprocation. Only 1 to go!
- Scroll: Samar Starlover's dying words

19. Room of Parallel Passages

- Beside the Dead Dragon's Cavern.
- Treasure: helmet, gauntlets, longsword

20. Grey Anchor Room

- Anchor: Reconnect. 0 to go!

21. High Court Room/Wizards' Audience Chamber

- Methats, Dremora chief of all Daedra on this level, exchanges pleasantries. He's an exasperated, robust, irritable, cautious, methodical, and dangerous Daedra officer, with unlimited and rapid-fire ranged damage spells and the power to summon a mess of scamps.
- He reports to Dremora Leader Sumeer, on Level 2. He is guarding the teleport gate to the battlemages' private quarters, because he wants to be the first to open Clarentavious' rooms.
- When you enter this room, look up. Wander around, staring at the ceiling, until you see a wooden panel above your head. Once you see that, if you go down that hallway (looking up and following the platform) you should find one of those buttons with a Skull on it. Click on it, and down comes the wooden platform.

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- Get on the platform, and click the Skull button again. When the platform has moved up, walk to the other (South) end of it. There will be another button there, and if you look over the edge, you can see the big circular concrete structure which surrounds the teleport to the Mages' Chambers. On the wall, there will be another Skull button. If you click it, you should see the concrete circle open up, granting access to the teleporter. Unfortunately, this also gives Dremora Methats plenty of room to walk around, and he's tough.
- Walk back to the North end of the platform, and click the Skeleton button there (or if you're feeling cocky, you can always just jump off the platform, but it'll cost you precious health points).
- Go back over to the concrete structure and teleport to the Mages' Chambers! (After dealing with Dremora Methats, of course).
- Methats stands guard over the teleport pad. If the player stands on this pad, he will be teleported to a central room from which he can visit the private quarters of each of the five battlemages. Each of these areas has already been looted by Daedra, except for the locked rooms of Clarentavious, the password to which (boustrophedon) can be obtained in dialogue with Clarentavious in the Control Room.
- The best way to engage the teleport is to decoy Methats away from the teleport pad, and sneak on while he's out of the area. Your teleport destination is the 5-level battlemage headquarters.
- Methats carries his mantle of authority and identity, the Pauldron of Lord Methats. If the Pauldron is presented to Clarentavious, you receive the Staff of Typos Sophia.
- Treasure: Confusion potion.

22. NOTE: These three alcoves are all labeled as 22. Their actual relative locations are indicated by direction.

- North Alcove
Treasure: Cure Health potion.
- Middle Alcove
Treasure: Restoration potion.
- South Alcove
Treasure: War Axe of Assured Surprise, staff, shortbow, arrows.

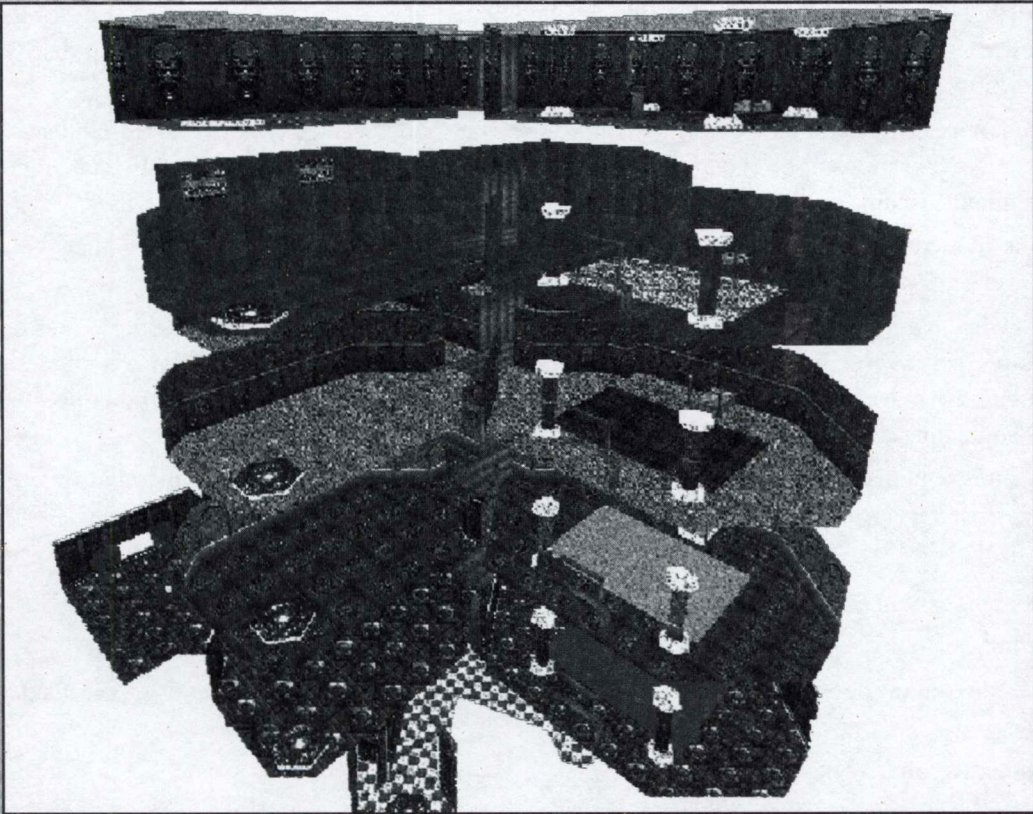
23. Battlemages' Private Chambers

23a. The Teleport Hub

- From the teleport hub, there are five exits. Each of these exits will take you to the chambers of a different mage. All the chambers are worth exploring, as they provide relatively easy monsters to beat up on, improving your skills in battle before you move on to level 2, where you will encounter much more threatening monsters.

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- Clarentavious' chambers, which you must visit to leave the level, are the only corridor with a door. Click on the door, and you'll get the message, "As the Ox Turns in Plowing". Type in "boustrophedon" and the doors will open. From this corridor, you can teleport to Clarentavious' chambers, where you will find an anchor and a cog.



23b. Clarentavious' Rooms- South Corridor, the only one with doors.

- Password Answer: "Boustrophedon"
- Front Room: Inside sack, a Cog of Bandy Interfraction, and a Scroll:

"For the eyes of the Exalted Grand Marshall of His August Imperial Highness' Legions, from his Peer of the Twilit Fastnesses, the Battlemage Clarentavious Valisious.

As you read this, I am dead. My life, however, has not been given in vain, for I have vouchsafed you one small hope in all this tide of despair. The Great Star Galley, wrought by my own hand, still

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stands at its moorings for your service. It will carry you to the High Halls and Librarium of the College.

Feigning vile possession and fellowship with the Enemy, I have contrived to conceal it from them, by dismantling my ingenious Opening Mechanism, and hiding away the cogs upon which its workings depend. I leave one cog here for you, the others I have cunningly secreted. Assemble the mechanism, and you shall gain entry to the Star Galley Crib.

Beware the one that is named Methats. He alone, I fear, suspects my ruse and might discover the workings.

One more criterion must be fulfilled before the Star Galley can convey you to the Colleges. Despite my many exertions upon the issue, the Galley requires the full puissance of all five anchors to pierce the mana streams and win free of its moorings.

One such anchor is here in my quarters. If but one anchor is not conjoined, the Galley will lack the power to depart this space.

Now listen and pay heed. If you would achieve this undertaking and drive the dark ones from our Emperor's sovereign estate, seek out my remains. There you shall find the Typos Sophia, that shields any who possess it from the Taking into puppetry that is Possession. If you find me yet alive by some miracle, it shall be yours for your great purpose.

In Finis, when addressing the burial of those souls fallen here, I pray you remember their valour and their service in the name of Empire and forever hold high the name of Battlemage."

- Hall
- Sleeping Room
- Worship Room

Treasure: Gauntlets of the Lesser Vigil, Spear of Handfire, helmet, Armbands of Cleansing Fire in a chest.

Codex Arcana, Volume III

- In Room Adjacent to Outport

Anchor (already connected; don't fool with it, or you'll be sad).

23c. Gatekeeper Mactana's Rooms- East from Teleport Hub

- Front Room
- Hall

Treasure: Javelin of Assured Sureflight, Spell Resistance Potion.

- Sleeping Room

Treasure: Greaves of Sanguine Fleetness, boots.

- Worship Room

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Treasure: Shortsword of Sanguine Red Wisdom.

- Outport

23d. Armsmaster Starlover's Rooms- Northeast from Teleport Hub

- Front Room
- Hall

Treasure: Cuirass of Assured Leaping, boots, longbow.

- Sleeping Room

Treasure: Cure Poison Potion.

- Worship Room

Treasure: Gauntlets of Sanguine Hewing, claymore, spear.

- Outport

23e. Spellmaster Helthen's Rooms- Northwest from Teleport Hub

Note: If you're an archer or use your bow often, make sure you visit Helthen's rooms, as there are several quivers of arrows to be found there.

- Front Room

Treasure: Shortbow of Sanguine Golden Wisdom, arrows.

- Hall

Treasure: Arrows

- Sleeping Room

Treasure: Gem of the Fawn's Gleaning.

- Worship Room

- Outport

23f. Paxti's Rooms- West from Teleport Hub

- Front Room

Treasure: Crossbow

- Hall

- Sleeping Room

- Worship Room

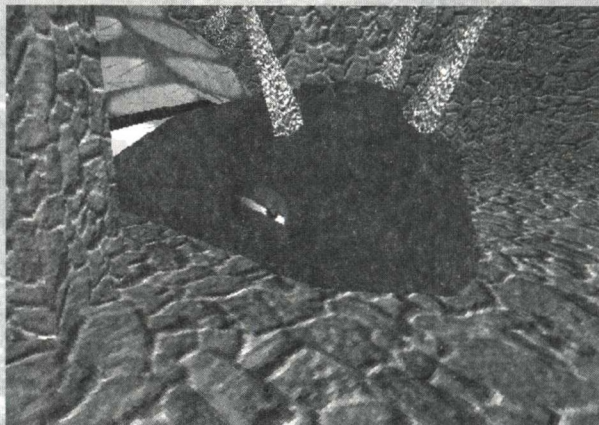
Treasure: Tunic of Assured Stalking

- Outport

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23g. Mock Turtle Room

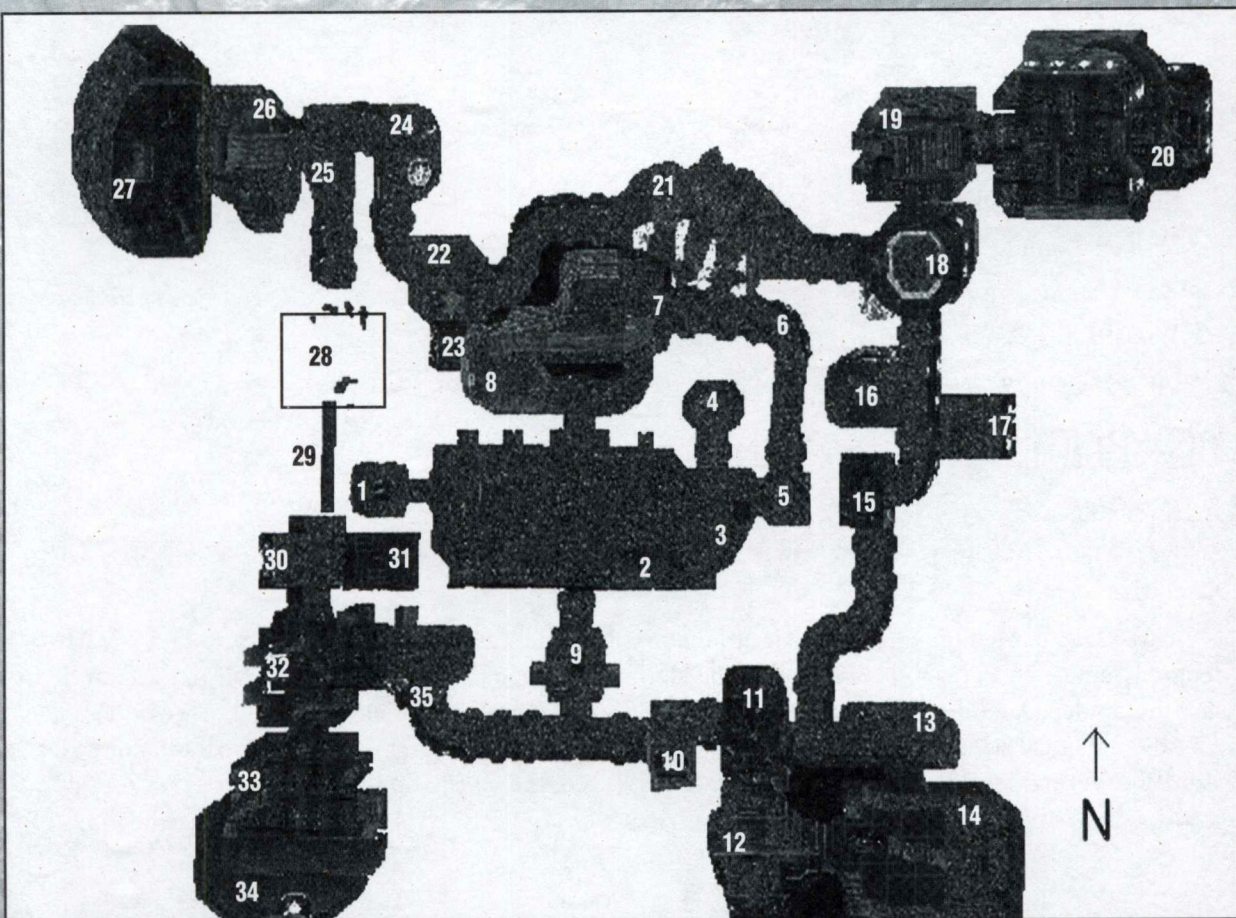
Half-living half-architectural giant horned turtle regales the player with the story of its life, then gives the player a riddle-locked chest. Chest Riddle Answer: "eltrut kcom", or Mock Turtle spelled backwards. In the chest, the Mock Turtle's Clothing of Precipitous Travel (Teleport).



CRITICAL PATH WALKTHROUGH:

1. West Corridor for the Doht Sigil Amulet of Entry from Scamp. (2)
2. Drop a teleport somewhere BEFORE the Hell Room of Hanging Paths (3) if at all possible.
3. Temple on the Rock to obtain cog from Rathine. (4)
4. Corridor to the Control Room to reconnect an anchor. (5)
5. Control Room to encounter Clarentavious Valisious to acquire the password to his quarters. (5)
6. Split-Level Battle Arena for a cog. (10)
7. Green Anchor Room to reassemble an anchor. (12)
8. Beige Anchor Room to reconnect an anchor. (13)
9. Formal Hall to pick up a cog. (15)
10. Dead Dragon's Cavern for a cog. (18)
11. Grey Anchor Room for guess what? (Ummm — try connecting an anchor.) (20)
12. High Court Room/Wizards' Audience Chamber to decoy or defeat Methats to teleport to battlemages' quarters. (21)
13. Enter Clarentavious' Rooms with password (boustrophedon) for a cog, and check to make sure the anchor here is still fastened. (23b)
14. Return to Control Room (5) to assemble machine with the cogs you have collected.
15. Star Galley Hangar for teleport to Level 2. (6)

ADMINISTRATION, LABS AND LIBRARY—LEVEL 2



GOALS:

1. Recover the 4 pieces of the time-honored Voidguide. Search behind a hidden panel in Lair 3, in a secret vault in the Infirmary, in a secret vault beneath the guard barracks, in dialogue with Wonshala in the Convocatory, and in a room adjoining the voidgate panel. (Yep, final FOUR pieces in FIVE places. Trust us.)
 - Learn the passwords for the 4 Battlemage Keyphrase Security Locks (riddles).

BUILD AWARD POINTS:

800

SCOUTING REPORT:

Scamp

Vermi

Dremora

Spider Daedra

Dremora Gatanas

Dremora Tanchelm

Rishaal Tamir

Zenaida Nacarra

Wonshala Keriayn

Sumeer Jabran

BLUEPRINT

PART ONE

1. Start

Three Daedric lieutenants control four factions of the Battlespire occupation team. A Daedric lieutenant [Sumeer] is in overall command of the looting operation. Wonshala, Perthan Vorn, Perthan Serni and the Spider Daedra are the secret police. Dremoras Gatanas and Tanchelm are in charge of the Dremora magical specialists. The Dremoras want to get Wonshala and the Spider Daedra in hot water. Zenaida [Vermi] and Rishaal [Scamps] are the armies of the occupation.

- Faction #1: The Brutes:
Leader: Zenaida: Lair 3
Monster Troops: Vermi
- Faction #2: Dagon's Loyal Troops
Leader: Rishaal: Teleport Guard
Monster Troops: Scamps
- Faction #3: The Specialists
Leader: Sumeer
Dremora Gatanas

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Dremora Tanchelm

Monster Troops: Dremora

- Wonshala's Chosen:

Leader: Wonshala

Monster Troops: Spider Daedra

Each faction controls a different part of Level II, and is trying to loot and discover its assets and secrets, and prevent other factions from getting those assets and secrets. All have been charged with finding the Voidguide, and all are eager to gain the credit for getting it. At the boundaries between the factions' territories, the monsters occasionally run little raids on one another, or casts fireballs back and forth.

- Companion Scroll (in part):

"Glad you could make it.

Bad news -

1. wizards & guards dead. No prisoners I could find.
2. Daedra everywhere. Little long-ears - weak, but sneaky pack fighters. Big eyeless things with long arms - stupid and very tough.
3. Paxti Bittor is the traitor. Daedra may have some codes and keywords, but there're plenty of rooms and passages I can't get into.
4. Teleports don't work. Maybe mana locks, keywords? Look around - wizards are sloppy with security.
5. Floating symbols are magic sigils, and deadly! Weir gate is sealed by a REAL nasty one. Daedra wear amulets marked with same symbols. Tried to pass symbols wearing right amulets, but some work, some don't - can't figure pattern.

Good news -

1. I'm sticking close to a boss daedra named Sumeer. Stole a cloak, hood, & amulet from a careless bodyguard. Sumeer has a mass teleportation artifact, I think. I wear the amulet, and go when he goes.
2. My Plan A: stay close to Sumeer and improvise.
3. My Plan B: Find an amulet with the same symbol as the one blocking the weir gate to get me back through the gate, or find something or someone else to get me through. Elseways we will never see Tamriel again.
4. My Plan C: Sneak until I'm discovered, then take as many with me as I can.
5. Don't think they know I'm here.
6. Command and security are sloppy. Politics?
7. Left you a pair of healing potions in this scroll. Toast my health when you quaff them.

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Suggestions -

1. The teleportal off the north corridor near the bear rug isn't working. Get it working. It leads upsection to Battlespire libraries, barracks, armories, and such. DON'T COUNT ON ME to have the gate running. I'm riding the boss daedra's coattails.
2. Find out how daedra got here. Bittor, the traitor, was master of teleportation and voidgates; that's the likely route.
3. Search for codes and keys and clues and weapons. I don't think the daedra got them all by a long shot. I couldn't search the battlemages or guards without drawing attention to myself, but some of them may have had time to leave something for posterity. And this is the Battlespire, for gods sakes. Who knows what stuff they have around here?
4. Stay with me, pal. Even if something happens to me, look for what's left. I'll make sure I pass on anything I can.

Stay with me."

- Treasure: Cure Health potions (2).
2. Great Hall- basically just a huge empty room which accesses several different facets of the level, and is therefore a convenient place to start exploration. Wander up the ramp, and you'll encounter...
 3. Great Hall Balcony and Catwalk
 - Treasure at extreme end of catwalk near entrance: Shortbow, Iron Greaves, Potion of Restoration.
 - Book "The Vagaries of Magicka", on table on balcony:

"...but take care, lest power enfeeble the fundaments, and curtail the flow through the Congeries, except when functions be warranted. And safeguard that the Congeries shall not be abused by prideful wizards, confident in their skill and blinded by their ambitions. In this, hold the ordering of the Congeries among the oldest and most trusted of mages, and make secure this ordering through arcane codes and keys to confound even the most clever students.

The Restorals must be most carefully guarded, for how often have even the wise lusted to overreach their bodies and souls with vitality and mana. And also must the Magica Fountains be damped and banked, sanctioning their engendering only to the reconsecration of essential arcane engines and templates, and then only by common assent of the Council."
 4. Storage 1
 - Treasure: Claymore of Lambent Fire, Clothes of Waxen Abrupton, Cape of Percipience, Javelin, Clothes of the Assassin's Glory
 - Roht Sigil: Get Amulet of Entry in dialogue from Zenaida to get into this room.
 5. East Atrium 5
 - Corpse of dead battlemage, Arcem Terastang.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

6. Ramp

7. Ledge, Walkway, and Cave

8. Cave Stairs

- Treasure under the stairs against the wall in shadow: Iron Spear of Sanguine Sureflight.

9. South Atrium 2

10. Passage Room

- Book "The Waters of Oblivion" on a table, Staff of Assured Unknown Wisdom above Fireplace (On Mantel).

11. Congress

12. Guard Point 1

- Zyr Sigil. Get Amulet of Entry from Rishaal when you give her a piece of the voidguide.
- Restore Spell Points Gem.
- Rishaal's treasure hidden beneath the rising platform and scattered around the room: Arrows, Gem of Service, Potion of Chameleon, Crossbow of the Averted Eye, Mace of the Incomparable Stalking, Axe of Sanguine Swiftblade.
- Click on the lever on the right as you enter, and it opens the secret panel in the floor. Click on the lever under that panel, and it will open a door to Lair 2.

13. Guard Point 2

- Treasure in sack atop coffin: helm, gauntlets, javelin, mace.
- Clicking on the coffin reveals a small button that, when pushed (clicked on), opens a door to Lair 2.

14. Lair 2: Conjury Hall

- Spider Daedra Perthan Vorn:
"I have no idea where the Voidguide is — but I do know where I put one piece of it. And I also know you won't be getting your hands on it."
- Meht Sigil Amulet of Entry, provides access to Lair 3 and Dremora Gatanas & the Voidpiece. Kill Spider Daedra Vorn and take the amulet from his loot.
- In chest under stairs, behind fireplace: Potion of Restoration, Sandals and/or boots of the Supple Beast.

15. East Corridor Atrium 3

16. Stairwell

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17. Storage 2

- Corpse of dead battlemage, Tuscan Daphsir: Battlespire Cloak of Arcane Sight, Gem of Withering, Iron Staff of Magefire, Dagger of the Stolid Kin
- Scroll, handwritten scrawled on the floor with a piece of charcoal:

"I am dead. Tell my tender Mother dear I loved her, and Tamriel and my Emperor. Akatosh curse the name of the traitor and all Daedra. Mara bless and guard my soul.

You who find me - avenge me, take the traitor's blood in my name, and take in hand The Dagger of the Stolid Kin, borne by my father and forged by his father before him. Beware of magic while you carry this blade, but fear neither the sting of poison nor the sear of shock."

18. Fire Pit Room

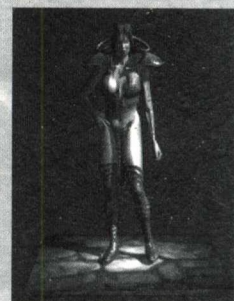
- West Door: East Access Check
- Riddle

Armor bright
Gleaming white
A single rank
Their faces blank
Now hid by night
Now bold by light
Bright red the land
Where soldiers stand

Answer: Teeth, tooth, mouth, tongue

19. Entry Stairs

- Trod upon the rug at the top of the stairs to open the gate.
- Go through the gate at the top of the stairs to get to Zenaida.



Zenaida

20. Lair 4: Summoning Hall

- Zenaida's possible comments:

"Oh, dear. If that were true, then you'd know that she's Sirran Angada, NOT Lomegan Mariel. Reap him, my minions!

Well you tell Wonshala we had nothing to do with the Voidguide. It was Rishaal and her little Scamps, of course, stealing everything but bedrock, while my Vermai follow orders faithfully.

I think Gatanas has it, and plans to blame it on my Vermai. You'll need a Meht amulet, though, to pass a Meht sigil. Vorn might have it, but getting it out of him won't be easy."

- Talk twice to Zenaida, suggest bothering her enemies, then Zenaida gives you the Roht Sigil Amulet of Entry.
- Restore Spell Points
- Restore Health Points (Wounds)

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

- Hidden in the upper South wall: Spear of the Bold Warrior, Sword of the Cursed Traitor.
- Hidden in the upper North wall: Claymore of the Traveler, Crossbow of the Craven Knave and Jackal.



Rishaal

21. Collapsed Passageway

22. North Atrium

23. Teleportal

- Zyr Sigil [behind door] blocks access to teleport.
- Rishaal gives you the Zyr Sigil Amulet of Entry as a reward when you deliver the Voidguide.
- Riddle to open door to teleportal to second half of level 2:
Loadbearer, Warrior,
Spirited, Brave,
Fleet-foot, Ironshod,
Faithful One, Slave
Answer: horse, horses, pony, ponies, steed, destrier, courser

24. Northwest Atrium 4

25. Guard Point 5

26. Entry Stairs

27. Lair 3: Lecture Hall

- Access blocked by Meht Sigil. Butcher Spider Daedra Vorn in Lair 2 for Entry Amulet.
- Dremora Gatanas
- Voidguide piece is behind lever-opened wall panel.
- The easiest way to get at the lever is to climb the stairs that go up to the wall, then jump over to the ledge the lever is on. Toggle the lever (the lever is trapped, so expect to take some damage), then do the same thing with the stairs on the other side of the room to get the Voidguide piece. Watch out for Spider Daedra in this room. They're mean. Also, if there doesn't appear to be a lever on the stone panel, go walk on the rug near the door.

28. Cavern & Bridge

- West Access Check
- Riddle:
I rise above the roofs below
Finger up-raised to heaven.

THE BATTLESPIRE ANTHENAECUM

I speak in clear tones
That aim for others
To gather where I call.

Answer: bell tower, tower, steeple, bell towers, towers, steeples.

- Corpse of dead battlemage, Tutawan Soal: Battlespire Cloak of Arcane Sight.

29. Hall and Stairs Down

30. Guard Point 4

31. Magicka Congeries

- Battlemage Keyphrase: Magicka Congeries Door

- Riddle:

Some live in me, some live on,
And some shave me to stride upon.
I rarely leave my native land.
Until my death I always stand.
High and low I may be found
Both above and under ground.

Answer: tree, trees, tree trunk, trunk, wood, timber

- Push on plaque and table slides, revealing a Gem of Magica Resartus, and the book *The Arcana Restored*.

32. West Concourse

33. West Study [Lair 1]

34. Upper Study

- Under the Stairs there are two books.
- Codex Arcana Volume III
- The Kendhall Book of Riddles contains four crucial battlemage keyphrases which appear when needed in this blueprint.

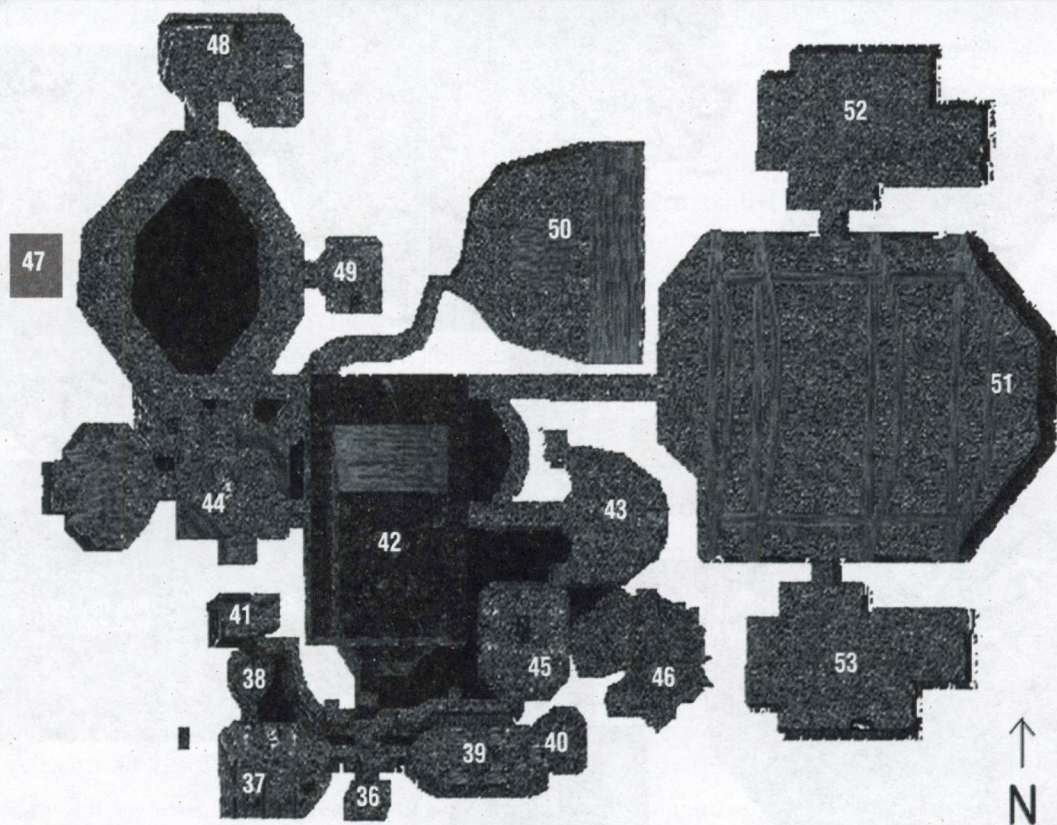
35. Guard Point 3

PART TWO

36. Entry

37. Armory

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE



- Treasure: Mace: SCOURGE, Blessed of Malacath, Daedric patron of the spurned and scorned. Fabulous weapon against daedra, you also need it to get the piece of the Voidguide from Wonshala. To get it, click on the mace above the entrance door. A slab in the back of the room will move to reveal a secret trap door which takes you to room 38.

38. Armory Secret Vault

- Elevator leaves without you? Click on Mr. Lion.
- Mace: SCOURGE Blessed of Malacath

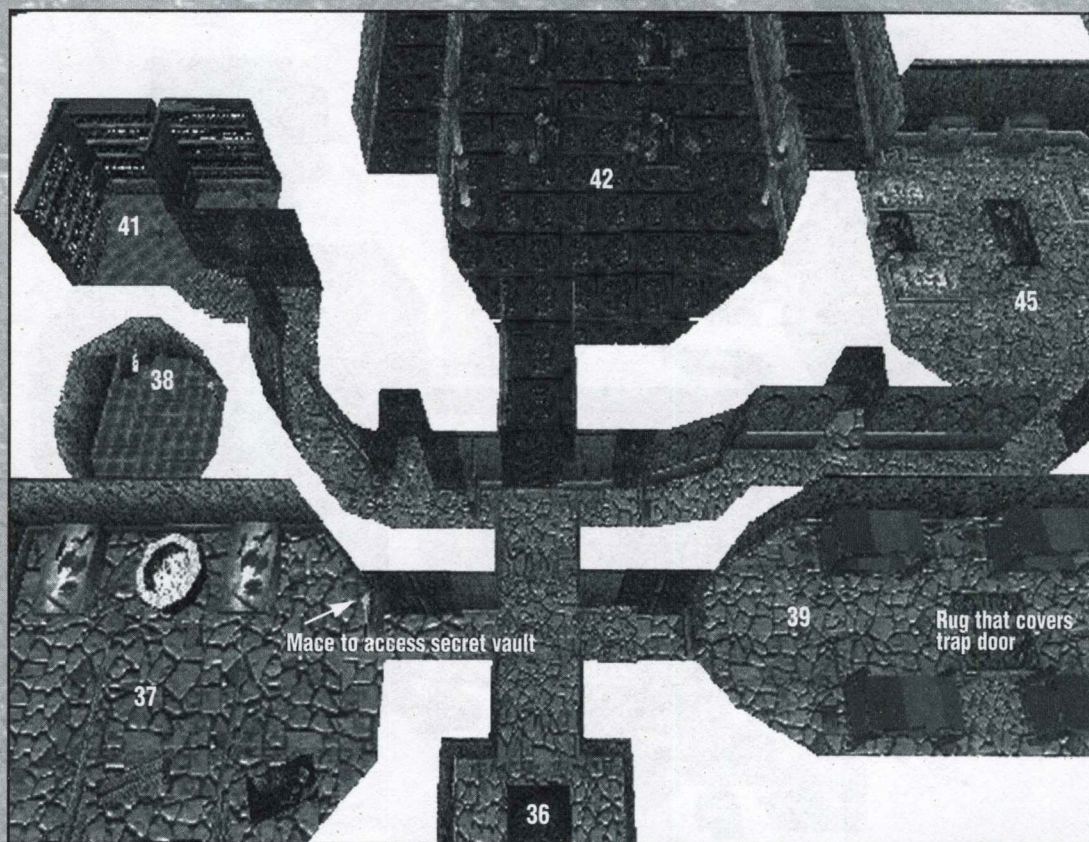
39. North Barracks

- Click on the rugs on the floor (after you dispense with all the scamps who are running rampant in this room) to reveal a passage to a secret vault.

40. North Barracks Secret Vault

- Pick up a Voidguide piece.

THE BATTLESPIRE ANTHENAUM



41. Library

- Dremora Tanchelm
- Scroll: Lives of the Heroes: Make sure you USE this item, otherwise you will not be able to give Wonshala the password with the SCOURGE, and she will not give you a Voidguide piece. Identifies SCOURGE, describes it, identifies the hero who wielded it as Mackkan, gives the password "Equality", and states it hangs in the Battlespire Armory.

"EXPLICATION: The mace Scourge, Blessed of Malacath, Mackkan's legendary weapon, forged from sacred ebony in the Fountains of Fickledire, has ever been the bane of the Dark Kin, and many a black spirit has been hurled back into Oblivion with a single blow of this bold defender of the friendless. Scourge now hangs within the armory of Battlespire, ready to take up in the name of the Emperor against the Daedric Lords."
- Scroll: Requisite Book of Daedra: Mention of SCOURGE, doom to Daedra, and Names of the great Daedra lords and their themes.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

"Of the legendary artifacts of the daedra, many are well known, like Azura's Star, and Sheogorath's Wabbajack. Others are less well known, like Scourge, Mackkan's Hammer, Bane of Daedra....

...yet though Malacath blessed Scourge to be potent against his daedra kin, he thought not that it should fall into daedric hands, then to serve as a tool for private war among caitiff and forsaken. Thus did Malacath curse the device such that, should any darkkin seek to invoke its powers, that a voidhole should open and swallow that daedra, and purge him into Oblivion's voidstreams, from thence to pathfind back to the Real and Unreal Worlds in the full order of time."

Just so you know, what the above passage means to you is this: Wonshala is a Daedra, but she wants the SCOURGE in exchange for a Voidguide piece. You want to get out of here, and that means collecting all the pieces of the Voidguide. When you give the mace to Wonshala, if she tries to use it (being a darkkin, ie, a daedra) she will be cast into Oblivion—one less Daedra in the Battlespire—this is copacetic.

- Codex Arcana Volumes I and II
- The Codex Arcana are books compiled by the Battlemages which describe the effects of certain magic items. In order to find out the effects of ALL magic items, you would have to collect all of the Codex Arcana, which are scattered throughout the Battlespire. Or, you could reference the nifty charts in the Accouterments chapter of this book!

42. Great Hall [Mess Hall]

43. Large Bedroom [Sirran Angada]

- Jagar Tharn arranged to have one of his transmorphed henchmen, Sirran Angada, sent to the Battlespire in the form of Lomegan Mariel, the Emperor's Personal Liaison to the Elite Emperor's Guard. These are Angada/Mariel's chambers, but no one is here. Sirran Angada is encountered on Level 6.
- Sirran Angada induced the master teleportist and Daedric summoner of Battlespire, Paxti Bittor, to open a Portal to admit the invading army of Daedric forces to occupy the Battlespire. As a reward for his treason, Bittor was sucked dry by a Dark Seducer and his soulhusk cast out to wander in the Soul Cairn.
- Scroll:
Jagar Tharn's personal note:
"The bearer wears the form of Lomegan Mariel, Imperial Secretary, but is actually Sirran Angada. Sirran Angada speaks with my voice."
- Coffers of Restoration
- Clothing of Transmorph: This is the most thoroughly cursed magical artifact in Battlespire. Congratulations.

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44. Kitchen And Storage

- Coffers of Restoration and oodles of potions including Cure Health, Restoration and Jumping.

45. Infirmary

- Click on a slab, and up it floats, revealing access to a secret vault.

46. Infirmary Secret Vault

- Voidguide piece sitting on top of a barrel in the Southeast corner of the room.
- In chests: Potion of Restoration, Long Sword, Claymore.

47. Spider Guard 1

48. Spider Guard 2

- Click on a chest here to discover a mysterious FIFTH PIECE of the voidguide. You only need four, so this one is gravy.

49. Spider Guard 3

- Spider Daedra: Web Sigil Amulet of Entry provides access to Convocatory, Wonshala, and the Voidpiece.

50. Convocatory [Wonshala]

- Web Sigil blocks entry. Get Amulet of Entry from nearby Spider Daedra.
- Wonshala gives up a Voidpiece in dialogue when you deliver the mace Malacath and its password, "Equality".
- Restore Health gem

51. Voidgate

- Here is where Paxti opened the Beachhead Portal admitting the Daedric invaders.

52. Voidgate: West Archive

- Mace, Codex Arcana, Volume IV

53. Voidgate: East Archive

Piece of the voidguide. Rishaal delivered the piece you gave her to Sumeer, who gave it to a henchman to take care of. The henchman stuck it here so he didn't have to lug it around. THIS is the quality of henchmen Sumeer is saddled with, and helps explain why he is so cranky.



Wonshala

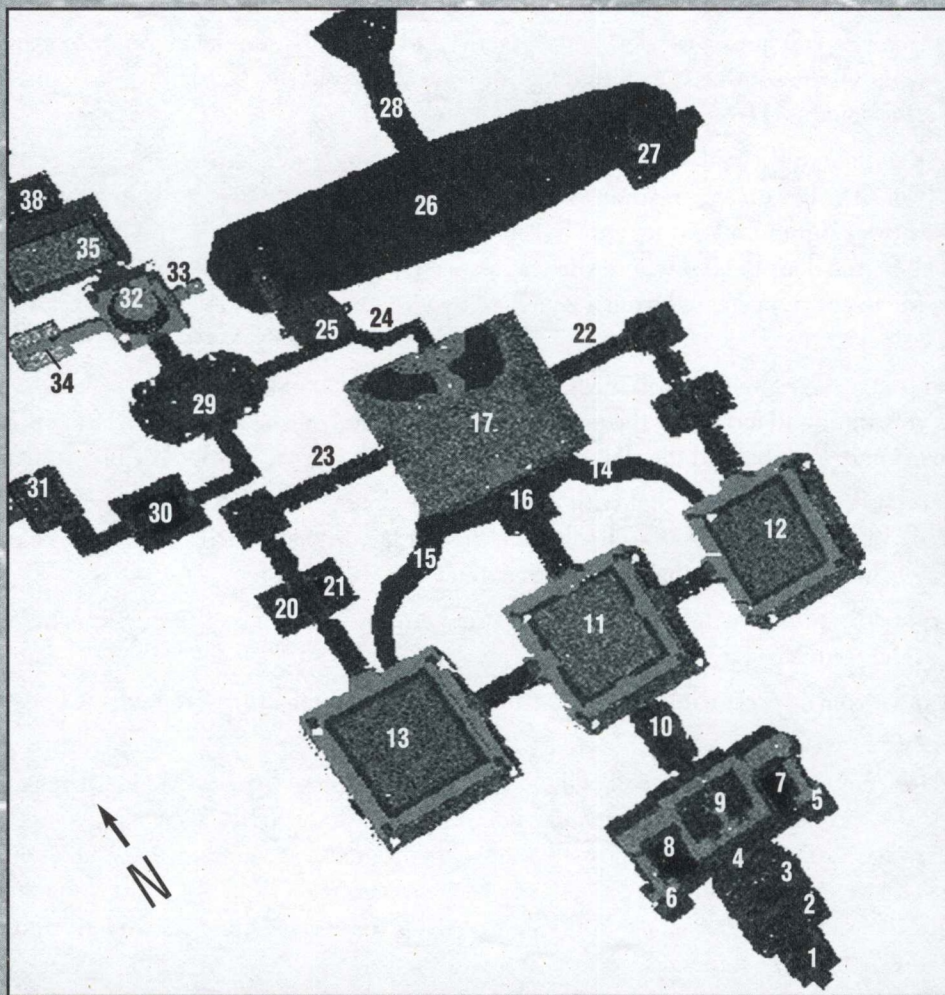


Sumeer

CRITICAL PATH WALKTHROUGH:

1. From the entry point, scoot over to Guard Point 2, click on the shield, then click on the coffin to open the door to Lair 2. Kill the Spider Vorn in Lair 2 to get the Meht Amulet of Entry. (14)
2. Zip over to Lair 3. You need a riddle answer [teeth] and the Meht Amulet of Entry to visit Lair 3. Click on a lever on the southeast wall [ouch! But you can't avoid this little sting] to open a secret panel. Get the Voidguide from behind the secret panel. (27)
3. Take the Voidguide to Rishaal. Chat her up. Ask what the voidguide is, and agree to get it for her. She says goodbye. Chat her up again, admit you have the voidguide, and give it to her for your reward. [The reward goes right into your inventory.] As a special reward, she gives you the Zyr Amulet of Entry. Click on the door behind where she was standing, enter the riddle answer [horse], and march safely into the teleport, protected from a Zyr Sigil by your amulet. You teleport to Part Two of this level.(12)
4. Hello. Bad things. Everywhere. Kill them, or go Ethereal. Head to the Armory [37]on the left. Turn around as you enter and look over the door you entered. Click on the mace there to open the secret slab. Turn around, look behind the slab to find an elevator to the secret room below, and get Scourge.
5. Next visit the Library [41], and chat with Tanchelm. Be polite, attentive, and agreeable to stay out of trouble. Find the Lives of the Heroes book from the library floor and USE it to learn the password to for Scourge. [Simply attaining the book is not sufficient.]
6. Get Voidguide from the North Barracks [40] secret vault by clicking on the Rug which will open a secret pit in the southeast.
7. Get Voidguide from a secret vault [45] in the Infirmary just North of the Barracks. Click on a stone slab to reveal the secret pit.
8. Proceed to the environs of Location 49, where you'll find a mob of Spider Daedra. They must die. From one sack, get the Web Amulet of Entry you need to pass through the sigil guarding Location 50. Go to the Convocatory [50] and speak with Wonshala. Be polite and agreeable. When your chat is finished, speak to her again, admit you have the mace and password "Equality", and trade them for the piece of the voidguide. Snicker as the faithless Wonshala tries to use the mace on you, and is cast into Oblivion at the end of the dialogue.
9. Go to the Voidgate chamber [51], and get a Voidguide piece from the sack in front of the Voidgate panel.
10. Click on the Voidguide panel nearby four times, transferring the voidguide pieces from your Inventory to the Voidguide panel, and rush forward through the opening gate to leave this level for Level Three.

THE SOUL CAIRN—LEVEL 3



GOALS:

1. Create a pathway to pass across the Three Rocks Room from the south to the north. Three rock columns hidden in the floor can be raised. The first 2 are raised by turning wheels that flank the southern platform. The third rock column is raised by turning a wheel hidden on the bottom of the pool in Water Room East. Hopping from rock to rock is an exacting but not impossible feat of agility, provided you have cleared out any monsters.
2. Obtain 3 Control Rods (Rods of the Pilot, Pillar, and Passage).

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3. To open the gate to Level Four, Shade Perilous, flip two switches, triggering two Fingers of Life, then step into the pool before the Emerald Gates. Rise to the top of the central vault; and place the three rods in the receptacle atop the vault. Then open the mausoleum door (back on the bottom level) by speaking the name of the destination "Shade Perilous".

BUILD POINT AWARDS:

1100

SCOUTING REPORT:

Skeletons
Ghosts
Wraiths
Morphoid Daedra
Kirel Aman
Paxti Bittor
Uncooperative Ideal Masters
Friendly Ideal Master

BLUEPRINT:

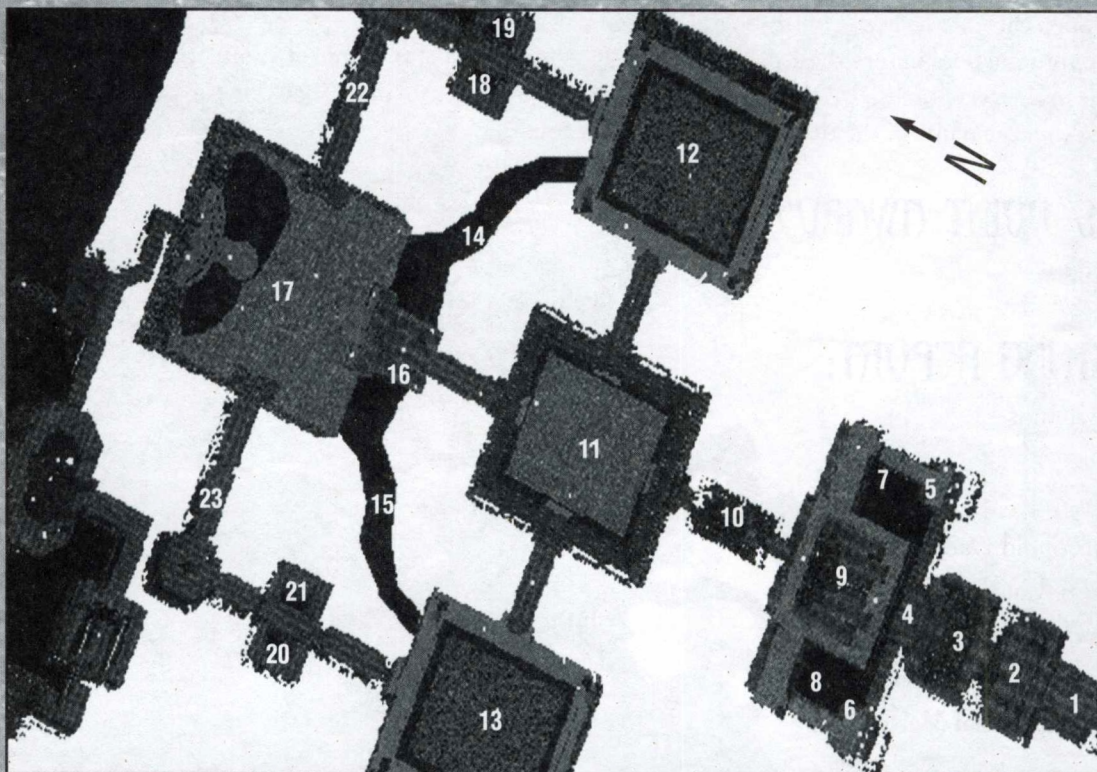
1. Entry Hall

Weak seams between ethereal worlds tend to attract lost souls. The souls of a number of the slain battlemates at the Battlespire got sucked through the beachhead magical portal into the Soul Cairn. Most of the spirits have been here long enough to forget all about themselves, but the recently deceased honchos still have fading wisps of their memories. To any that stumble upon them, they have last minute ghostly warnings, blessings, and curses.

In the Soul Cairn the old retainers of an ancient Daedric-human alliance serve their necromancer Masters for eternity. The Masters are disembodied entities living in a distant Platonic Ideal; their only connections with the Soul Cairn are small magical gems which provide a channel of communication and sensation with those bound in form to the Soul Cairn. The retainers have long ago undergone a ritual to separate their spirits from their bodies, and to strengthen and organize their spirits to produce a form of persistent eternal consciousness. In short, the retainers and their Masters are revenant spirits.

2. Hall w/ Ledge

- Companion's Scroll:
So far, so good.



I'm with a group of Daedra with cloaks and hoods. Still careless, don't seem to expect trouble, but this disguise thing is too risky. When I get a chance, I'll slip off and follow under spell concealments. This place is crawling with spooks and bones. They call this place the Soul Cairn. The chief — heard one call him "Lord Something-or-Other Moath" — sent troops out to scout. The report is simple: **DO NOT FOOL WITH THE WRAITHS!** They cannot be killed or destroyed. Period. Sounds like a good policy. These daedra troops look pretty tough, but they aren't making a dent in the wraith things. So stay clear of them.

Our next stop is someplace called Shade Perilous. Not sure after that. A couple of my Daedra companions had little accidents; I snatched their plunder. When I get a chance, I'll sort it out. Anything extra or dangerous I'll dump along the way for you. I'm leaving you two Spell Restoratives here; I got plenty extra. Keep your eyes out, and watch yourself.

- Treasure: 2 Restoration potions.

3. Low Hall

Wraiths and skeletons attack you. You can fight them, talk to them, or both, but none of them have anything you need to complete the level. Beating on wraiths is futile. Stay far away from wraiths until you find the Book of Rest and Endings much later.

4. Stained Glass Windows

A stained glass window depicts, to one side, many people laboring hard, burdened with great loads, and suffering the agonies of war and death. On the other side the people put down their burdens and are transfigured by a blazing green light which strips them of their tattered soiled garments and leaves them in a perfect splendor of body and spirit. Beneath the window is a simple inscription.

Plaque:

"THE SOUL CAIRN

Once they struggled, hammered, cried.

Fought for justice, honor, pride.

Now from time and tide released

They guard and serve in silent peace."

5. East Elevator

6. West Elevator

7. East Trap

- Treasure in chest: Mace

8. West Trap

- Treasure: Potion of Teleport

9. Elevator Hall

- Morphoid Daedra: Oht Sigil Amulet for entry into the Sand Garden from the Cenotaph Hall.
- The Morphoid Daedra and its supporting cast of flanking ghosts make for a tough battle. Maneuver so ghosts can be picked off one by one, then face the Daedra after healing, if possible.
- In chest at the end of ramp to elevator: Short Bow

10. Cenotaph Hall

- Thirty-six cenotaphs border this ornate hall. All are designed identically except for the 6th one on the left while facing north. The plaque of that special cenotaph gives hints to riddles appearing on the coffins encountered elsewhere on this level, as follows:

Etched into a metal plate are the images of five coffins. Beneath each coffin image is a short verse or epigram. On the lid of the each coffin is a single word.

- Beneath the First Coffin
So dark, dirty, cold this place,
To stay you would refrain
Yet those who occupy this place

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Never do complain

Marking the Lid of the First Coffin

GRAVE

- Beneath the Second Coffin
The gift your mother gives you,
Though prized by all, the long and short of it,
Too much of it kills you every time.

Marking the Lid of the Second Coffin

LIFE

- Beneath the Third Coffin
What was the sight my eyes were giving
When I saw the dead carrying the living?

Marking the Lid of the Third Coffin

BOAT

- Beneath the Fourth Coffin
We say some things improve with death.
What stinks when living, but dead smells good?

Marking the Lid of the Fourth Coffin

PIG

- Beneath the Fifth Coffin
Who makes it neither needs nor wants it.
Who buys it neither uses nor wears it.
Who uses it neither sees nor feels it.

Marking the Lid of the Fifth Coffin

COFFIN

- Oht Sigil: North to Sand Garden . Pass through with the Oht Sigil Amulet gained from the Morphoid Daedra in the Elevator Hall.
- Potion of Cure Health in Northeast Corner.
- In chest in Northeast corner: Cuirass.

11. Sand Garden

- Wraith Kirel Aman:

"I am Kirel Aman, Praeceptor Superior of Battlespire. I was sucked dry of my power by Daedra, paralyzed, dominated, and carried to this place, where I told my captors all they wished to know. I

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could not prevent myself, so deeply had they my will enthralled. Even through death I could not escape them. And now I am doomed to haunt these halls for all time. The madness comes on me, and I become a wraith, a fiend, a monster that feeds on the souls of others."

Gem of the Hero: Suck up to Aman, and swear to avenge him and the other Battlespire unfortunates. Only then will the apparition offer to metamorphose into a magical gem to wreak vengeance on the Daedra, particularly Dagon. As a bonus, Aman provides exposition on many important matters.

12. Water Room East

- Jump into the inviting pool. Find and turn the wheel at the southwest corner. This action partially solves the puzzle for passage through the Three Rocks Room.
- Now swim north to an underwater exit in the northwest corner of the pool. Swim north, keeping the passage wall on your right, and you will hit the Three Rocks Room. If you fork left, it takes you through the cross tunnel and into the Tunnel West. It will benefit you to explore the left passage, because there is a Coffin of Restoration under the cross tunnel. However, be a Fine Swimmer, or have lots of Water Breathing potions, or you will drown a little bit. You're a terrible swimmer, with low Endurance? You got trouble. You will need three Water Breathing potions to be sure of making the swim from the pool to Three Rocks room. You're a terrible swimmer, but you have a non-comical Endurance score? Swim around in the pool while your swimming skill improves.
- Ayem Sigils block the land route to the Three Rocks Room, East and West Halls. You MUST swim from the pool here to the Three Rocks Room via a submerged tunnel or from the pool in the Water Room West via a submerged tunnel.
- The north exit is blocked by an Ayem Sigil.
- On the floor at the bottom of the pool: Water Breathing Potion
- In the Southeast corner of the room (not in the water): Potion of Cure Health.

13. Water Room West

- Treasure: Two Water Breathing Potions sit on the east sill near the entrance.
- The north exit is blocked by an Ayem Sigil.

14. Tunnel East

15. Tunnel West

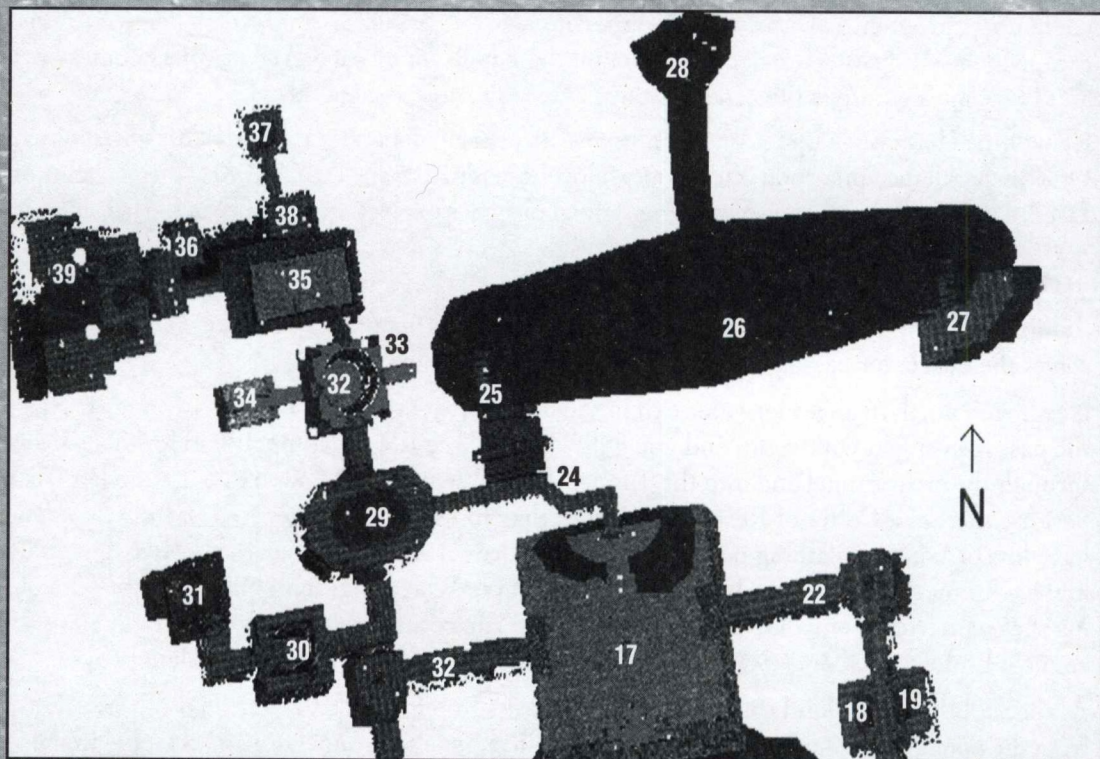
16. Cross Tunnel

Treasure: Gem of Airy Gills, Coffin of Restoration

Understatement of the Year in Companion's note:

"Thought this might come in handy."

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17. Three Rocks Room

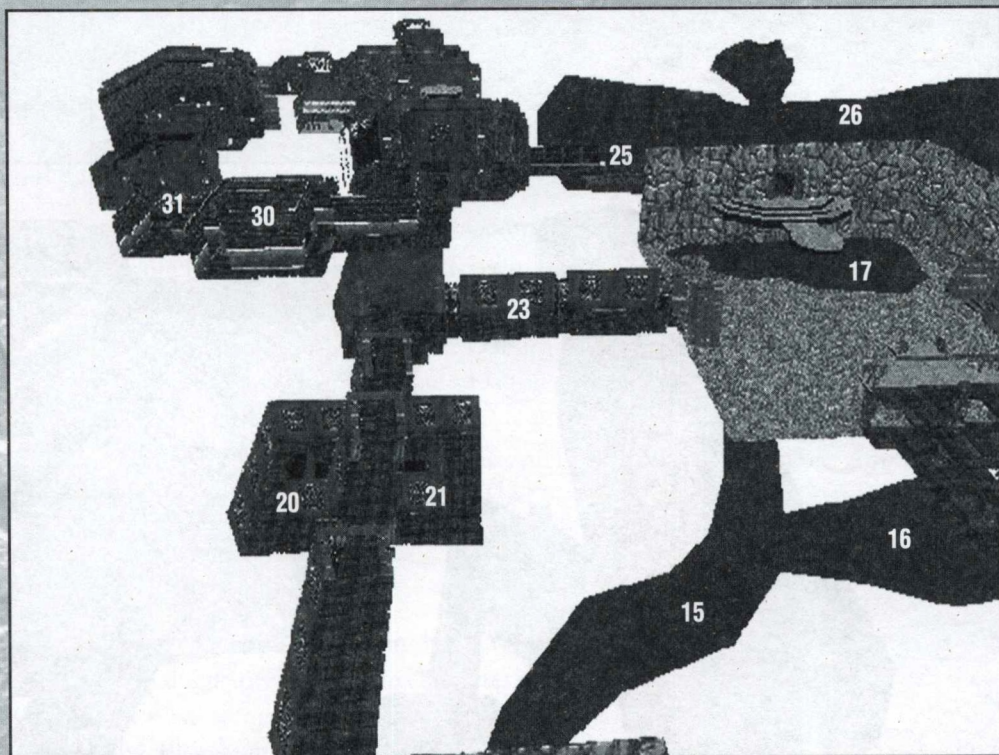
- Kill Morphoid Daedra guarding the rocklift wheels on the second tier southern platform, take the Ayem Sigil Amulet. Thus, you will be able to enter Rooms 18 to 23.
- Rotate the rocklift wheels, and huge rock columns rise magically from the floor.
- To proceed beyond Room 17, cross the room from the south platform to the north exit. Hopping from rock to rock is an exacting but not impossible feat of agility.
- Unless you enjoy conversation with pessimistic skeletons, there's no need to search the hallway on the second tier of this room. However, treasure may include: Potion of Cure Health, arrows, a staff, and an item of incomparable Deep Biting.
- Under the raised rock platforms are little pools of water: Potions of Cure Health, Restoration and Shield

18. East1

The Book of Life and Service is found in the secret compartment. With this book, the player can more or less control one skeleton. It is just as stupid as you'd expect a skeleton to be, and easy to get lost or hung up, but at worst it's one less skeleton pestering you.

To open the secret compartment, you must first go to East 2.

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"Blessed are the Bonemen, for they serve without self in spirit forever. Blessed are the Mistmen, for they blend in the glory of the transcendent spirit. Blessed are the Wrathmen, for they render their rage unto the ages. Blessed are the Masters, for they bridge the past and span the future."

- Treasure: Arrows and Cure Health Potion

19. East2

Push on the false section of the wall. When it moves, it opens the secret compartment in East 1.

20. West1

Activate the false section of wall to open the secret compartment in West 2.

21. West2

Treasure: Cuirass of the Brittle Husk in hidden compartment.

22. East Hall

West exit is blocked by Ayem Sigil.

23. West Hall

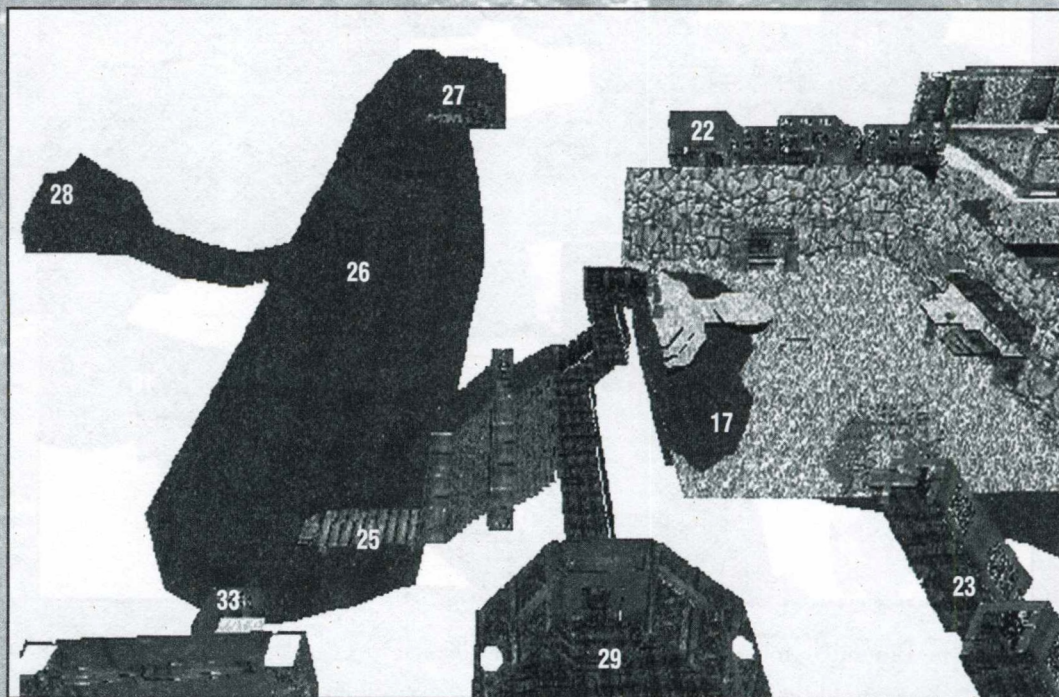
East exit blocked by Ayem Sigil.

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24. Long Hall

25. West Dock

- Under water: Coffin of Restoration



26. Water Way

27. East Dock

Paxti Bittor was a betrayed co-conspirator with Sirran Angada; he gibbers unpersuasively that he was tricked and misled and helpless to resist, and tells you about Sirran Angada's treachery as a spite attack from beyond the grave. "Before you pop him like a grape, send him my regards, and tell him I'll be waiting for him in Hell."

- Wraith Paxti Bittor:

"THIS is the thanks I get. Betrayed, tortured, sucked dry, murdered. THEN, for good measure, they rip out my soul and set it adrift in THIS gods-forsaken hole.

And that damned Seducer. AND that Sirran Angada. If I get my soul-suckers into that motherless backstabber, I'll make him a hot, empty husk.

Sirran Angada? No, perhaps not. A leechcrafter retainer of Jagar Tharn, the Emperor's Battlemage. He set it all up. I open the gate to the Prince, he comes in, cleans out the Battlespire, and I just barely manage to escape with my life, bringing the tragic news to the Emperor and Tharn.

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I'm a big hero, a personal retainer of Jagar Tharn, close to the Emperor and his family. In time, I get my own province. A great deal. And I delivered! But the scum cheated me!

That's generous of you, but this Angada has a special Transmorph spell, so he could look like anyone. Angada was posing as Lomegan Mariel, the Emperor's Personal Liaison to the Battlespire, when the Daedra took the place, but he — or she — could look like anyone by now.

- Treasure: Yoodt Sigil Amulet, potions, and Companion Scroll:

"Stay AWAY from the wraiths. I can't even scratch one. The big Daedra are tough, but dumb - either they don't know spells, or can't cast them worth a damn.

Next is a place called Shade Perilous. It's a Daedra stronghold, not one of the Dagon holds, but a Nocturnal domain. Makes no sense to me - Dagon and Nocturnal are supposed to hate each other - but we'll see soon enough."

A really shrewd hero will visit the Hidden Passage first (see below) and pick up the Book of Rest and Endings before he visits the East Dock. That way he can extirpate Paxti Bittor by using the Banish Wraiths incantation in dialogue.

28. Hidden Passage

The Book of Rest and Endings is found in the secret compartment. With this scroll in your possession, an option appears in dialogue permitting the character to destroy wraiths. This is the **ONLY** way to kill wraiths, no matter what weapons, potions, or magic you use! (Well... actually, it's the only **SENSIBLE** way to kill wraiths. Bloody-mindedness also works, but sure wastes valuable resources.) The Book reads:

THE RITUAL FOR ENDING OF WRATHMEN

From fifty Fathers
Frozen in slavepast
Rip from the wraithloom
Sunder the lifeweave
Lock tight in earthgrip
Hold firm in gravefast

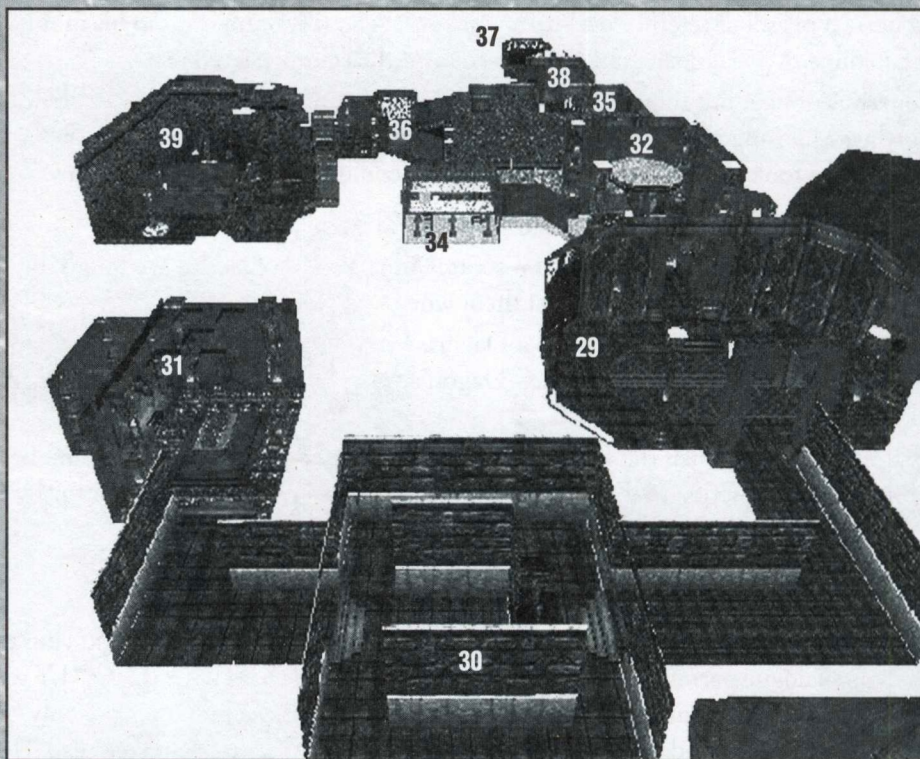
- Treasure: Cuirass of Dancing Fate, Helmet of Unrequited Intent, Axe

29. Skeleton Horde

- For the first time on this level, you are confronted by lots of enemies at once. The only way to survive is to purposely run around, dividing them into smaller groups to be killed before the others catch up.

Another technique is to head back to rooms with geographic barriers like the Three Rocks Room (17). Use the barriers to deflect monster attacks from all but one side. It takes practice!

- Hekem Sigil guards the north exit.
- In the chest in the middle of the room: Mace.



30. Peekaboo

The Morpheid Daedra here has the vital Hekem Sigil Amulet of Entry, and must die.

- Potion of Spell Reflection on the west side of the barred window.

31. Chapel (Coffin Room A)

- Uncooperative Ideal Masters in Coffins 1, 2, and 4. They want you to join the organization. Just say, "No."

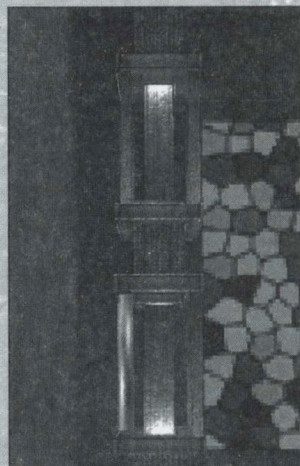
"Seek the twin Fingers of Life in the Chapel of Love. Stand upon the pedestal and bathe yourself in the magicka beams. The corruption of the flesh shall fall away, and the spirit shall be revealed in its glory. Then may you stand before us and serve for eternity in peace and joy."

- Answers to the riddles for the 3 coffins are found in Cenotaph Hall: Grave, Coffin, Boat, Life or Pig.
- Treasure for successfully answering riddles: Tunic of Assured Red Wisdom, Tunic of Assured Green Wisdom, Tights of Assured Unknown Wisdom.
- Many columns in the Soul Cairn have four bars around them that are square in cross-section. Three exceptional bars are circular in cross-section. They are also a slightly different color than the rest of

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the columns. These are 3 control rods used to direct the Fingers of Life to power the gate that sends the user on to the Shade Perilous. They look something like this:

- Behind the northeast pillar is one of the 3 control rods to open the gate to Level 4, the Rod of the Pilot. (As a bonus treat, this and the remaining control rods are also magic items.) This rod casts Restore Spell Points.



Circular rod

32. Disc Room

- Rod of the Pillar (Cure Wounds) is found in the southeast pillar.
- A Yoodt Sigil blocks the north exit.

33. Meditation Room

- Treasure: Potions of Cure Health

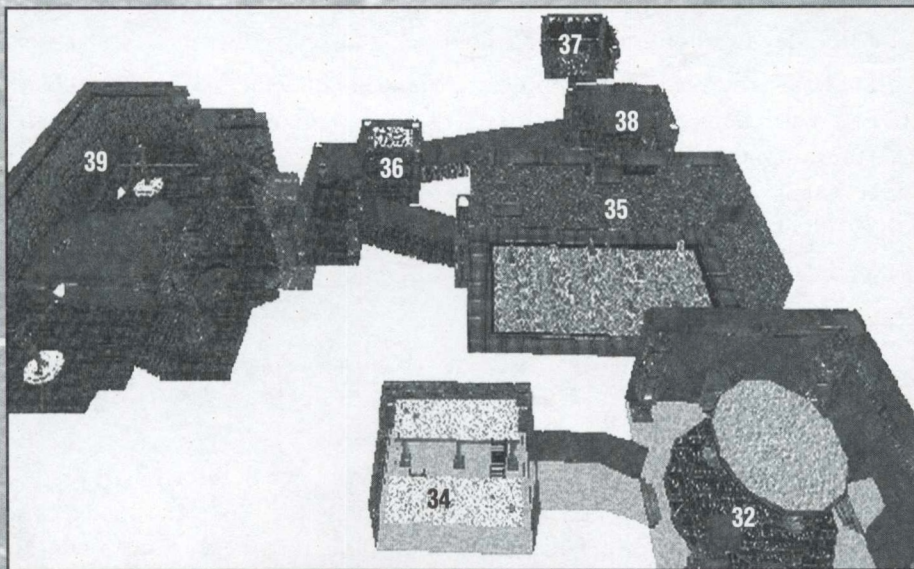
34. Slab Room

Climbing these ladders requires a little creativity, and a lot of jumping up and down like a madman, but it IS possible. There is neat stuff as a reward on the ledges, but you can finish the game without it.

Treasure in this room and on each slab: Pauldrons of the Potent Kin, Greaves of Spirit Vault, Boots of the Hawk's Gleaning, Gauntlets of the Shield-Biter, Helmet of the Craven Knave and Jackal, and various clothes.

35. Graveyard

A very tough wraith combat. Did you get the Book of Rest and Endings from the Hidden Passage (28)?



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Be sure to read the epitaphs for all the tombstones.

- Treasure: Boots, Helmet, Potion of Teleport.

36. Anteroom

Treasure: Rod of the Passage (Vampiric Drain) on the Northwest pillar, Axe of Convulsion, Potion of Invisibility.

37. Coffin Room B

- Uncooperative Ideal Master resides in Coffin 3.
- Answer to coffin riddle is found in Cenotaph Hall.
- Treasure for successfully answering riddle: Book of Assured Silver Wisdom.

38. Coffin Room C

Tunic of Assured Golden Wisdom

Cooperative Ideal Master:

"You stand within the precincts of the Soul Cairn, an otherworldly refuge dedicated to peace, love, eternal rest and harmony. You stand before one of its Makers, whose name is so exalted you may not even speak it. You walk among its servants, who have pledged themselves in service to us, and who in reward have been gifted with life eternal and the peace that passes all mortal understanding. Look carefully at the pillars which support our halls. Around some of these pillars are four bars. If you look closely, you will see that most are square in cross-section. Three of these are exceptional, round in cross-section. One is found in a Coffin Chapel. Another is found in the room with whirling disks. Yet another is found in the antechamber to the Chapel of Love. These three rods are the control rods for the Magicka Font in the Chapel of Love.

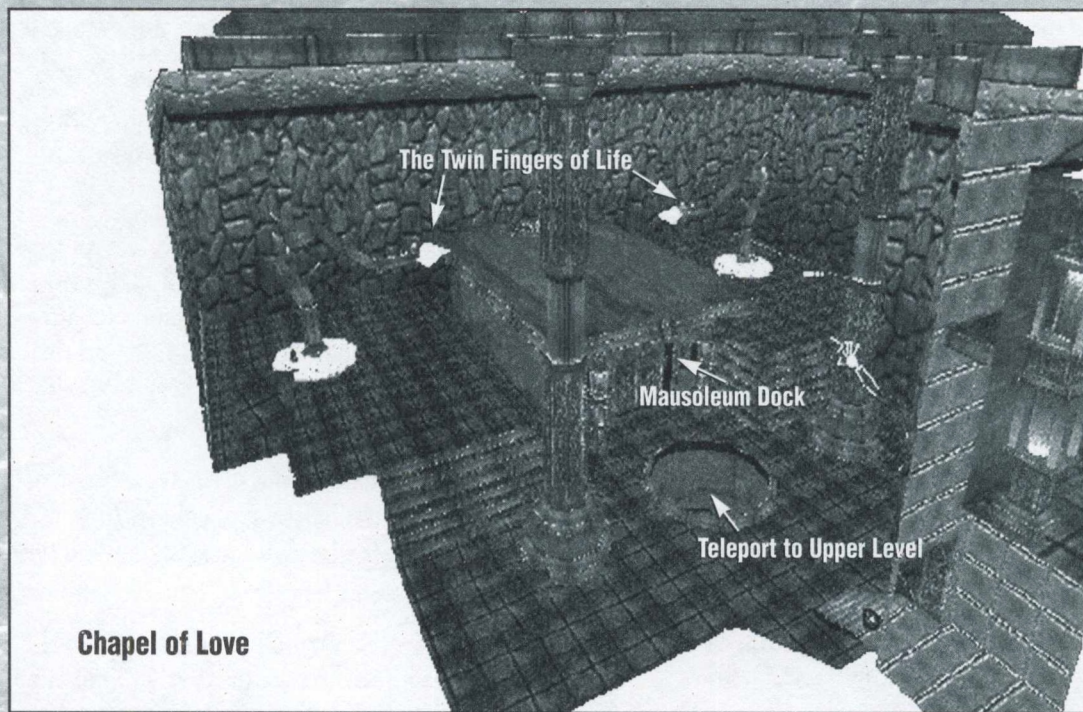
The Chapel of Love is close by to the southwest. You will know the Magicka Font by the twin Fingers of Life which point to a central pedestal of the font. Find these three special rods and place each, one by one, into the socket in the pedestal. Then the Magicka Font will send you to any of the known outer realms, provided only that you know the name of that realm, and speak that name at the doors of the vault enclosing the portal. You DO know the name of the realm you seek, don't you?"

- Treasure for answering coffin riddle: Book of Assured Golden Wisdom, Book of Assured Unseen Wisdom.

39. Chapel of Love

HOW TO WORK THE TELEPORT:

Look carefully at the pillars which support our halls. Around some of these pillars are four bars. If you look closely, you will see that most are square in cross-section. Three of these are exceptional, round in cross-section. One is found in a Coffin Chapel. Another is found in the room with whirling disks. Yet



another is found in the antechamber to the Chapel of Love. These three rods are the control rods for the Mana Font in the Chapel of Love.

Seek the twin Fingers of Life which you must first kindle. (A hint—look for little blocks of wood which slide back and forth below big emerald things. When both blocks of wood are in the same place, there should be a green mana stream connecting the two Emeralds.)

Step into the pool before the Emerald Gates, and you will be teleported to the top of the vault.

Then take the three rods — the Rod of the Pilot, the Rod of the Pillar, and the Rod of the Passage — and place each, one by one, into the socket in the pedestal.

Then go back down to the lower level of the room and activate the door. You will be asked for a destination when you click on the door, to which you should respond “Shade Perilous”. Walk into the blackness, and into the next level.

CRITICAL PATH WALKTHROUGH

1. Go north.
2. Kill the Morphoid Daedra in Elevator Hall [2nd floor, sunken floor with elevator] to obtain the Oht Sigil Amulet of Entry.

THE BATTLESPIRE ANTHENAUM

3. Go north. In Cenotaph Hall [long hall with sigil at north end], select sixth plaque on west wall for list of password/riddle answers. [Copy these answers.]
4. Go north into a big room with grassy central court. Exit east down a hall to a big room with a pool. Jump into the pool in the Water Room East (12) to turn the wheel in the southwest corner, which moves one of the rocks in the Three Rocks Room.
5. Swim to the northwest corner of the pool; enter tunnel underwater, and swim north, keeping wall on east — no turns into side tunnels — to the Three Rocks Room. Kill the Morphoid Daedra on the Second Tier [via elevator in south of room] of the Three Rocks Room (17) [so-named for three rocks that rise from floor] to acquire the Ayem Sigil Amulet of Entry. On the platform, find and turn the two wheels the Morphoid Daedra was guarding to complete the puzzle in the Three Rocks Room [other two rocks rise; leap from rock to rock across to the platform to the north].
6. From Three Rocks Room, head north, then west, then north to a dock and waterway. Swim east to East Dock to get the Yoodt Sigil Amulet of Entry your companion left you in a chest. Find secret underwater room on north wall of east-west water passage to get a book which lets you kill wraiths in dialogue.
7. From waterpassage, head south, then west, then south [through skeleton infested room] to the Peekaboo (30) [window with grill] to kill the Morphoid Daedra who has the Hekem Sigil Amulet of Entry.
8. Go north from Peekaboo to the Chapel [Coffin Room A; three coffins; open for magic reward, but dialogue with gems in coffins not necessary] and get the Rod of the Pilot.
9. Go back to skeleton-infested room, then north to room with whirling central disk; to the pillar in the Southeast corner of the Disc Room (32) for Rod of the Pillar.
10. Go north into graveyard with nasty wraiths. A couple of nice Etherealness spells from potions, the Book of Rest and Endings would be useful. Go west from graveyard to the Anteroom (36) for Rod of the Passage on Northwest pillar.
11. Go northeast from Anteroom, then north to dead end room with coffin. Talk to the Cooperative Ideal Master in Coffin Room C (38) to get necessary information about how to work the Teleporter in the Chapel of Love.
12. Go back to Anteroom, then exit west via elevator to the Chapel of Love. In the Chapel, toggle the Fingers of Life [switches on the floor by two big pointy structures on either side of the central vault]. Then get into the pool and be teleported to the second tier of the room. Put all three rods into central spool on top of the vault [click on spool]. Go back down to the first level, click on the vault doors, and enter "Shade Perilous" as your destination.

THE SHADE PERILOUS: CASTLE OF THE NOCTURAL LIEUTENANT JACIEL MORGAN—LEVEL 4

GOALS:

1. Release Jaciel Morgen from Dagon's magic snare.
2. Obtain the help of Deyanira Katrece, Nocturnal's Subaltern, who commits ritual suicide by casting herself into Oblivion to stun and shame Morgen into action. The PC receives the Dagger of the Open Soul, which must be displayed to Jaciel to stir her from her apathy.
3. Four levers open the spiked gate which blocks the route to the back door teleport to Level 5.
 - Lever #1: Lever in East Grotto Room
 - Lever #2: Lever on podium
 - Lever #3: Lever revealed when a table splits open in the cell where Deyanira is held
 - Lever #4: Lever on Storage Room floor
4. Book of the Wheels of Heaven contains the password "Dusk" for the 4 magicka tourbillions in Room 24 and a locked door leading to Jaciel Morgen.
5. Morgen's password choices to the Exit Gate Portal are djemekweh, djeh meh kweh, or jeb meht quam.

BUILD AWARD POINTS:

1400

SCOUTING REPORT:

Fire Daedra

Frost Daedra

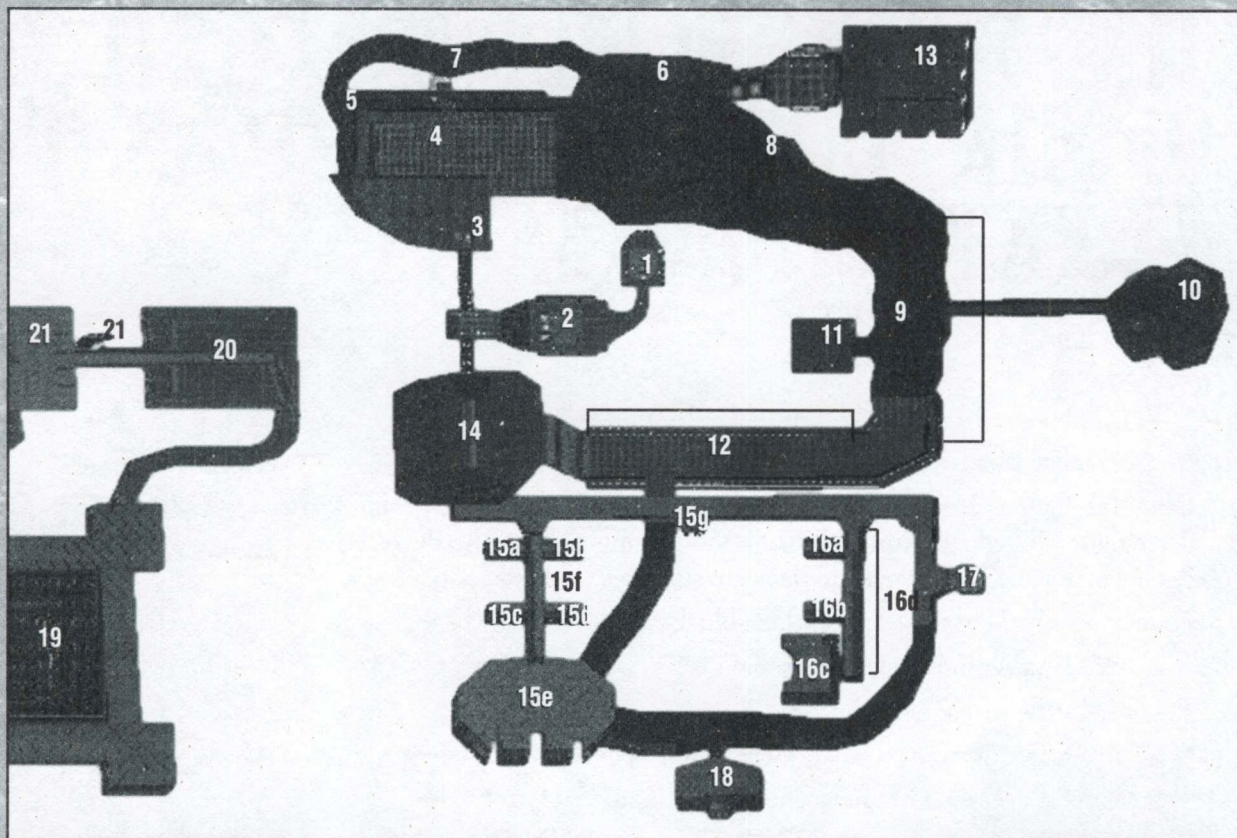
Dremora

Seducers

Dark Seducers

Jaciel Morgen

Deyanira Katrece



BLUEPRINT:

1. Entry Hall

- Xivilai and Faydra's Troops used the Shade Perilous as a convenient staging area for the invasion of the Battlespire. It just happened to lie along the invasion route, with convenient Teleport Facilities and plenty of other lootable resources, not to mention an opportunity to settle old grudges with the Daedric Princess, Nocturnal, by slapping around one of her lieutenants, Jaciel Morgen.

Following this humiliation, the despondent Jaciel Morgen has slipped into a deep magical slumber (called the Dreamsleeve). Once she is freed from the enchanted sleep, she will open the gate to the next level and allow the PC to summon her once later in the game. You need to find and get aid from Deyanira Katrece to wake Jaciel.

- Companion scroll on northeast pillar ledge near the entrance:

"They're on to me. I'm on the run. I'm low on juice, and not in the best of health. I just began to realize I might not make it. No matter what happens, I'll go out with a lot of noise and fuss. If I have to make a sacrifice, just do me one last favor, and make sure the gesture isn't wasted. Sounds gloomy,

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but I need to say it. I hope we can look back on this someday as our greatest adventure. And if not, then drink a flowing glass at each occasion in remembrance of me."

2. Ascent

Treasure: Claymore of Swiftess leaning on south wall, arrows on north wall.

3. Balcony and Lift Ledge

Treasure: Potions of Fire Shield

4. The Quay

Bad Seducer: Enjoy!

5. First Pool

Treasure at the bottom of the pool in water just east of the dock: Iron Helmet of Profane Vitality

6. Second Pool and Seducers' Isle

- A mob of Seducers sit on this island and block your path to the Chapel of Meditations and an important lever. This is a very tough fight, and one you can avoid with Etherealness spells.
- Treasure at the bottom of the pool along the north wall in very murk waters: Iron Cuirass of the Saintly Dervish.

7. Crawlway

- Treasure: Potions of Water Breathing (believe me, you'll want these, pick them UP!)
- Potions of Teleport

8. Great Grotto

9. South Channel

10. East Grotto Room

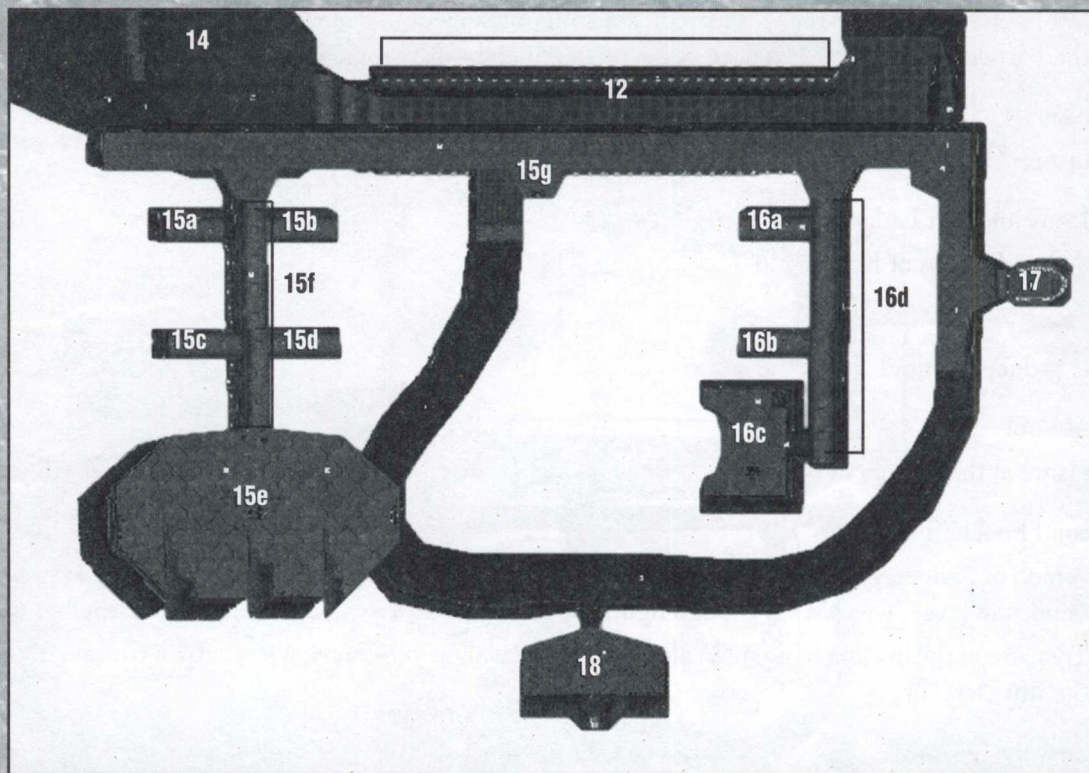
- Lever [1 of 4 needed to open the Night Portal]
- The Fire Daedra here has the Jeb Sigil Amulet of Entry (which you need to get into the Hands of Kindness room).

11. Grotto Lodge

- Fire Daedra: Ekem Sigil Amulet of Entry. (You need this to use the teleport to the second half of this level.)
- Treasure: potions of Restoration and Cure Health.

12. Great Water Way

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13. Chapel of Meditations

- Bad Seducer
- Lots and lots of potions. Tons. More than you can carry.
- Lever [2 of 4 needed to open the Night Portal]

14. Bridge & Black Lagoon

- Fire Daedra on the platform at the end of the bridge: Boots of the Grand Force.
- Cuirass of the Craven Knave and Jackal.

15. Cell Blocks

15a. Cell 1

15b. Cell 2

15c. Cell 3

15d. Cell 4

15e. Large Cell

- A password lock seals the door. You will be asked "By what Right would you pass here?"

Answer: The Gerent of Dagon rules here

- Lever [3 of 4 needed to open the Night Portal]: under a table. Click on a sword to make the table split open for easy access.
- Deyanira Katrece:

Deyanira tells you to power up the magicka tourbillions before you can open the back door to Morgen and the back portal. She says she doesn't remember the code needed to power up the four magicka tourbillions (turbines), but that it is recorded in a book (Book of the Wheels of Heaven). The code goes in sequence according to the number of stools near buttons marked with Daedric letters.

"Jaciel. Jaciel. Her memory haunts me. She is gone to me. I cannot feel the traces of her in my mind. No fragment of her lingers.

Oh Jaciel! Forgive me! It was my foolish pride that cost my mistress her realm. In my vanity I pleaded their case with her. The Seducers are Lordless warriors, and might shift allegiance at will. I thought they might remain loyal to Jaciel, once they knew her honest and honorable nature. But the Seducers were in turn seduced. Dagon rules them now.

Though, to my everlasting shame, I fear some Seducers went to him — willingly. These Seducers Dagon has remade in the image of his own greed and treachery. All this horror is my fault, and I must atone for it."

My Mistress has hidden herself behind the Night Portal and driven her spirit within the Dreamsleeve. When Nocturnal mana flows, the Night Portal opens easily, as do the portals to other realms. But Dagon's troops have stoppered the flow of Nocturnal magicka, sealing the Night Portal and all portals from Shade Perilous.

The Magica Tourbillions must turn again. But they will not budge until the Wheels of Heaven read the great code.

I know not. It is in my Mistresses Book of the Wheels of Heaven. I know not how the codes work. But my Mistress knows. I have heard her speak of the book, the stools, and the tourbillions that make all magicka flow.

I'm sorry, but my Mistress has not shared with me the mysteries of the arcane. Seek ye the Book of the Wheels of Heaven, for it contains the sacred codes. Perhaps the riddle of the stools is also recorded there. The Night Portal is locked by four secret levers. And then, when the Night Portal opens, you will find my Lady bound within the Dreamsleeve. This is an enchantment beyond my understanding, but she has told me the secret of its unraveling. Speak in the name of the Nocturnals to shake the spell's bindings."



Deyanira Katrece

THE BATTLESPIRE ANTHENAECUM

Though she doesn't know their exact location, she also gives you hints about where to find the levers to open the Night Portal. "One is near a podium, another underwater in a hidden grotto, the third beneath a table, and the last in a storage room."

- If possible, drop a teleport anchor here, as you'll have to return to speak to Deyanira again later.

15f. Corridor 1

15g: Cell Lock Pull: Pull this cord to gain access to cell block 15a-15e.

16a: Great Cell 1

16b. Great Cell 2

16c. Guard Chamber

- Dead Battlemage in a cage
- In corner of room: Cure Health Potions.
- Scroll in cage, the password to Deyanira's cell: "Overheard this password, but no idea what it means, or who needs it. The Gerent of Dagon Rules Here."
- Potions under Table: Cause Damage, Detect Enemy, Etherealness
- Fire Daedra and Frost Daedra Guards.
- Restore Health and Spell Points Gems

16d. Corridor 2

17. Teleport

- Teleport Pad: Blocked by Ekem Sigil
- You need an Ekem Sigil Amulet of Entry from Grotto Lodge to enter here. Go through the teleport only after you have talked to Deyanira. The teleport will take you to the Great Hall, from which you can eventually access Jaciel and wake her up.

18. Passage and Hand of Kindness

- Coffe of Restoration on east wall.
- Seducer- very helpful if you say you're siding with Jaciel and Deyanira.
- Jeb Sigil blocks access to the elevator. (The Sigil Amulet of Entry is found in Room 10).
- The Doht, Yoodt, Seht, and Koht sigils hang over the great hand in this room, but you won't need Amulets of Entry.
- The Book of the Wheels of Heaven [on the floor under the hand]

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[The book is written in Daedric, but the illustrations of various complex wheel, gear, and pulley arrangements suggest that this could be the Book of the Wheels of Heaven. By studying the tables of codes in the back, you discover that the code you are looking for is Doht Yoodt Seht Koht, or DUSK in Tamrielic. The table also displays the codes written as numerals, which happily are the same in Tamrielic and Daedric — 4-21-19-11 — which corresponds to the number of the letters in the alphabet sequence.]

D = Doht Sigil

U = Yoodt Sigil

S = Seht Sigil

K = Koht Sigil

- Touch the Hand of Kindness, and restore Health and Spell Points.

19. Great Hall

- There are Far Too Many Seducers here. They carry some nice Restoration potions.
- Quam Sigil blocks passage to Room 24. Dremora in Dead End Passage (21) has proper amulet.
- Nice potions in Southeast corner might include: Etherealness and Restorations.

20. North Hall

- Full Suit of Armor:
- Helmet of Assured Stalking
- Cuirass of the Assured Swimmer
- Pauldrons of the Assured Horny Fist
- Greaves of Assured Fleetness
- Sandals/Boots of Assured Leaping
- Gauntlets of Assured Sureflight

21. Dead End Passage

- Dremora: Receive the Quam Sigil Amulet by talking or killing.

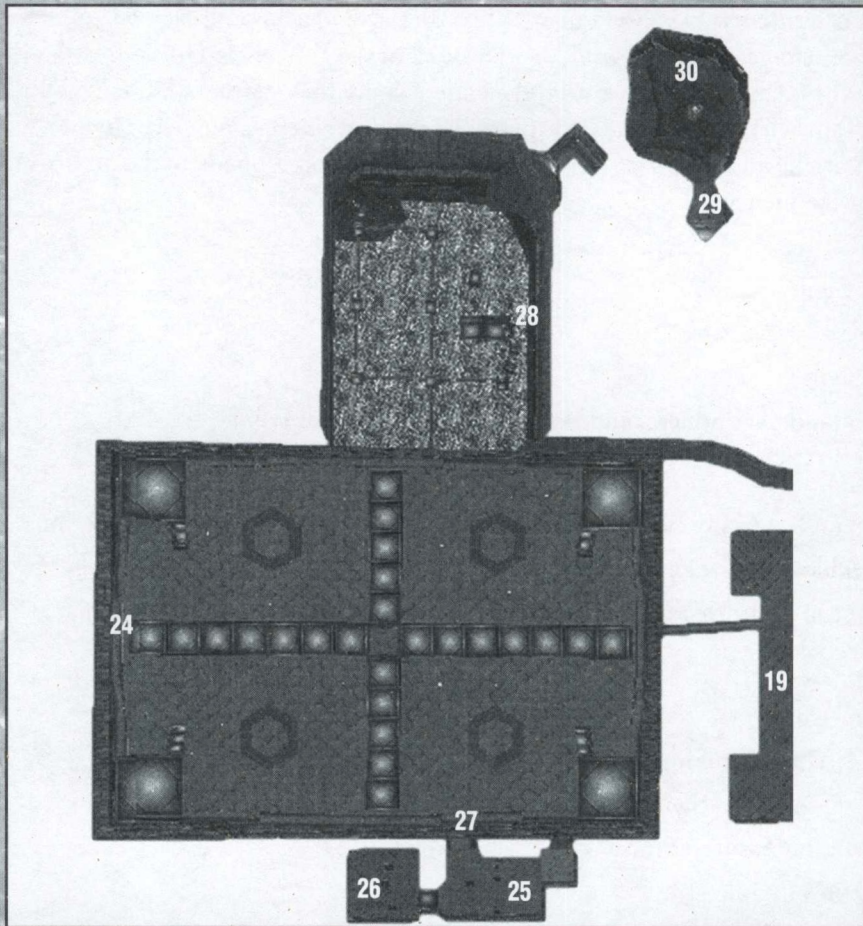
"We think you'll find this Quam Amulet of Passage useful. Now, if you have no further questions, I'll be leaving."

"Waiting for you. You are quite predictable. Now, it would be better if we were not seen together, so goodbye."

"It's just another of life's little mysteries, manling. But you're welcome. Good luck, and goodbye."

22. Mortal Sciences

- Bad Seducer

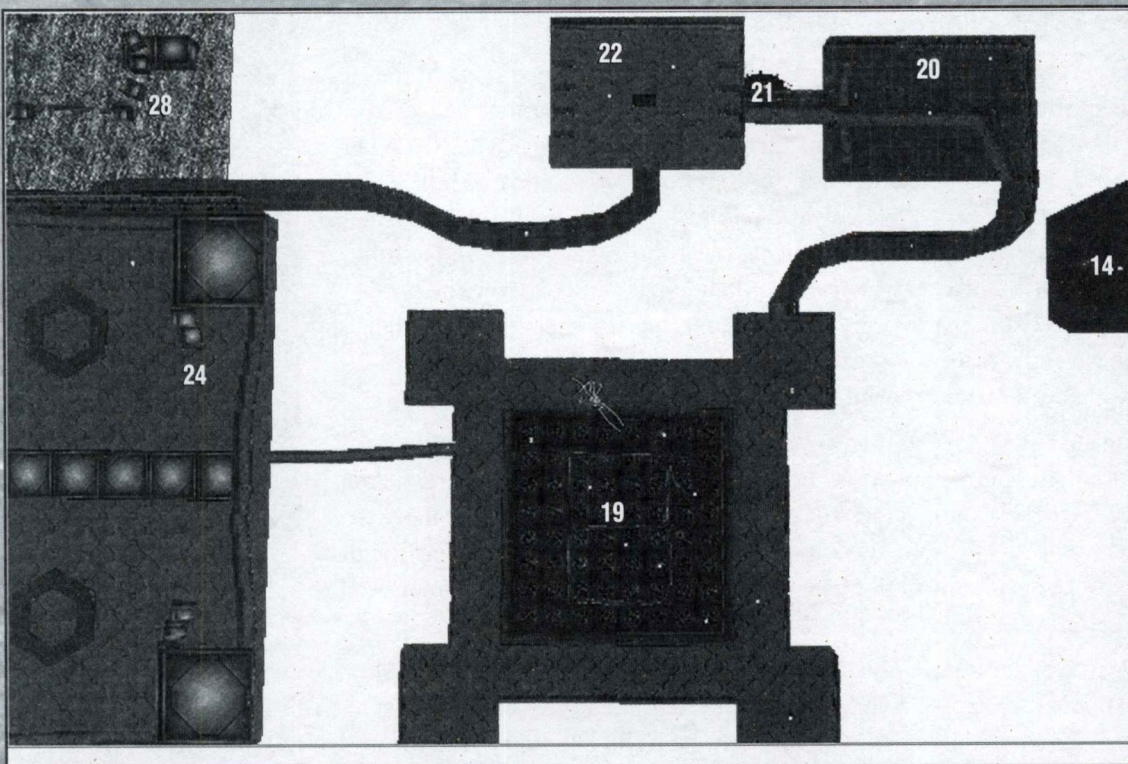


- Daedra (Frost and Fire)
- Restore Health and Spell Points Gems.

23. Underpassage & Cell

24. Tourbillion Room

- Treasure: Coffers of Restoration in Northeast corner.
- Here are the tourbillions which must be turned on according to the directions Deyanira gave you. In the four corners of the room are four platforms. On these platforms you will find some stools, and some letters of the Daedric alphabet printed on buttons on the wall.
- Where you see one stool, click "doht" — the Daedric letter for "D", which is the first letter of the word "dusk," which is the password code to fire up the tourbillions. Where you see two stools, click "yoodt" — the Daedric letter for "U", which is the second letter of the word "dusk." Where you see



three stools, click “seht” — the Daedric letter for “S”, which is the third letter of the word “dusk.” Where you see four stools, click “koht” — the Daedric letter for “K”, which is the fourth letter of the word “dusk.”

- Each time you enter a correct element of the code, a platform rises connecting the ramps running around the room with the huge central pillar. Using the ramps and the rising platforms gives you access to four wheels placed high on the central pillar. Each time you turn one of these wheels, you fire up one of the four mana tourbillions. [The tourbillions are huge fountains of magical energy that leap up from fountains in the room.] When all four tourbillions are activated, it’s time to leave. Go to a portal beneath the southeast platform. A shimmering field blocks passage through this portal. Click on the portal, and respond to the password challenge by typing: DUSK. Voila! No more blocking force field. Exit south through this portal.

25. Back Passage

26. Storage

Lever [4 of 4 needed to open the Night Portal].

27. Night Portal

- Morgen is behind the locked gate at the end of a long passage to the north. She has voluntarily placed herself into a deep trance called DreamSleeve. Deyanira gives you the code word to wake her from her trance. If you didn't have this nifty hint book, you'd have to talk to Jaciel, get blown off, go back and talk to Deyanira, help Deyanira to commit a ritual "suicide," then bring back the dagger you used to kill Deyanira to shock some sense into Jaciel. BUT... you have the hint book, AND the password you need from Jaciel ["djemekweh," "djeh meh kweh," or "jeb meht quam"], so you can just skip the Deyanira-Jaciel shuttle, and proceed to the Rock Sails challenge.

"The shackles that bind me are far stronger than any mere magics. I shall remain here, alone. Let the Nocturnals come and find me stricken here. They will punish me, but they will punish the Dagon far more. There will be war in the heavens. The sky will crack, and the earth will split in two. All mortal things must perish in this howling storm of fire and night.

Deyanira. Her longing will not cease even in the face of overwhelming loss. How like a mortal she is. I could — but no. The thought of her tears is almost enough to shake this mantle of anguish from my shoulders. Almost. But not enough. No, The only joy left to me now is the thought that the Nocturnals will scourge the Dagon until the magicka drips in rivulets from his hollow eye sockets — twins to the tears I cannot cry. Farewell."

Jaciel will not be a whole lot of help the first time you visit her. You must go back and talk to Deyanira again, and tell her that Jaciel has awakened. Deyanira will commit suicide, and THEN when you go back and talk to Jaciel, she'll be helpful.

"All other portals are sealed, but there is a back door. To the north you must cross the Rock Sails to a lesser portal, which will bear you to the Hex Room and the Gate. Four anchors bind the magical forces; loose these anchors, and the portal is ready. To the north is a door. Say ""djemekweh"" to enter. When you reach the final portal, I will have had time to open it to your use. But the Dagon have set a seal upon passage from all destinations but those of their own choosing. You must go where they wish you to go."

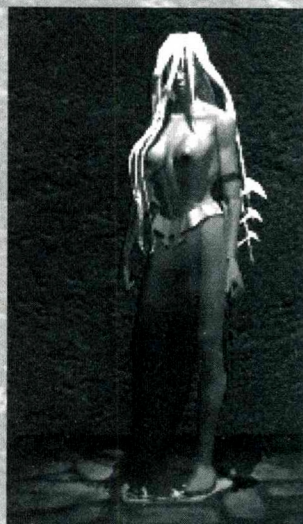
- Gate Sealed by four levers

Lever 1: under table in Room 15.

Lever 2: near podium in Room 13.

Lever 3: on floor in Room 10.

Lever 4: in storage room Room 26.



Jaciel

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

- Morgen will give you the password/activation code for the teleport to her back door. This is found on a scrap of paper in the pit beneath the floating rocks in Room 28. When you also learn the destination, the Chimera of Desolation, from a Dremora, you have what you need to open the gate to Level 5.

28. Rock Sails

- This room makes the Hell Room of Hanging Paths in Level 1 look like a walk in the park. Save a game before you attempt it, and save often. You will hate the nasty Daedra who blast you off the paths and into the water below. You will either murder them before proceeding, or rely on going ethereal. If you fall in the drink, swim to the teleport in the northwest to return to the beginning of the nightmare... or restore a saved game.
- Hop north to the center, then hop west, then hop north to the northwest corner, where you find a glowing torch. Click on the torch to bring a platform up from the depths in the northeast. Now, hop back to the center, then east, then north to the northeast corner and the exit.
- Scroll with Jaciel's Password (down in the bottom of the pit to the northwest)
Djeh Meh Kweh. "[Scrawled on a scrap of paper in a forceful feminine hand are what appears to be a phonetic transcription of a code in Daedric: the three letters jeb, meht, & quam:] djeh meh kweh"
- On the way out, chat up the nice Dremora, who has good news and bad news. The bad news is that they've captured your companion, and that you are to be the object of a hunt in the next level. The good news is that the Dremora, for obscure reasons, have decided to help you rescue your companion.

29. Atrium

- Password on a door stating "The Gate is Sealed." Respond with the password you received from Jaciel, from a scroll, or from this hint book — "djemekweh," "djeh meh kweh," or "jeb meht quam"

30. Hex Room and Gate Portal

- Just zoom past the Bad Guys and scoot right into the gate. Or slaughter and loot them, if you're the bloodthirsty type.

CRITICAL PATH WALKTHROUGH:

1. Go south, then west to elevator. Ride elevator to top, and head north, then west down ramp to dock. Jump in water, swim down to hidden submerged tunnel to west. Potions of water breathing handy here. Follow tunnel north, then east to bridge to Seducer's Isle, then exit Seducer's Isle across bridge to northeast to a tunnel. [Beware Seducers with lots of nasty spells on island. Spell Reflection, Etherealness, or Tough Guy handy here.] Take tunnel from island east to Chapel of Meditations [Room 13] and flip lever on back of podium. [LEVER#1]

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2. Exit Chapel west to island. Dive in water and swim east, then south, watching on east wall for underwater passage heading east. Swim east to East Grotto Room. Kill a Fire Daedra to recover the Jeb Amulet of Entry. Flip floor switch. [LEVER#2]
3. Swim back west to main waterway, then south, looking on west wall immediately for another side passage to the Grotto Lodge. Enter the room and kill a Fire Daedra to recover an Ekem Amulet of Entry.
4. Exit room east to main waterway, and swim south, then west, watching south wall for a side passage leading south. Take this side passage south, then east, watching for Hand of Kindness room to south.
5. Enter Hand of Kindness room [Room 18] and collect the Book of the Wheels of Heaven [scroll on floor near hand]. [Click on hand to load up on Health and Spell Points while you're at it.]
6. Exit Hand of Kindness room and continue east, then uphill north. Pass cool looking teleport room on east wall — not yet. Walk west down long corridor, passing a south passage, and come to a southern niche with a bell-rope-thingie. Click on it to open a gate ahead. Continue west down passage, then south down a passage past cells, to a closed door. Click on the door and enter the password "Gerent." [This password is obtained in dialogue by talking alternately with Fire, then Frost, then Fire Daedra.] Enter the room to the south and speak with Deyanira Katrece to set an important dialogue flag. Find and click a hanging sword, then go to a table which has split open to reveal a lever. Click the lever. [Set a teleport anchor here if you can; you'll be coming back.]
7. Exit north, then east the way you came back to the cool teleport [Room 17]. Take the teleport and arrive in the southwest corner of the Great Hall. There are way too many spell-casting seducers here, so run quick like a bunny [or Ethereal] to empty them of their spell points. Head east along the south wall, then north along the north wall and exit the room from the northeast corner to a passage northeast.
8. Pass through a room, then head west down a passage. Talk to a Dremora to get the IMPORTANT Quam Amulet of Entry.
9. Head back to the Great Hall, then west along north wall, then south along west wall to a passage to the west to enter the huge and annoying Mana Tourbillions Room. In the four corners of the room are raised platforms with buttons marked with Daedric letters. Also on each of the platform are stools.
 - On the platform with one stool, click on the Daedric letter for "D".
 - On the platform with two stools, click on the Daedric letter for "U".
 - On the platform with three stools, click on the Daedric letter for "S".
 - On the platform with four stools, click on the Daedric letter for "K".

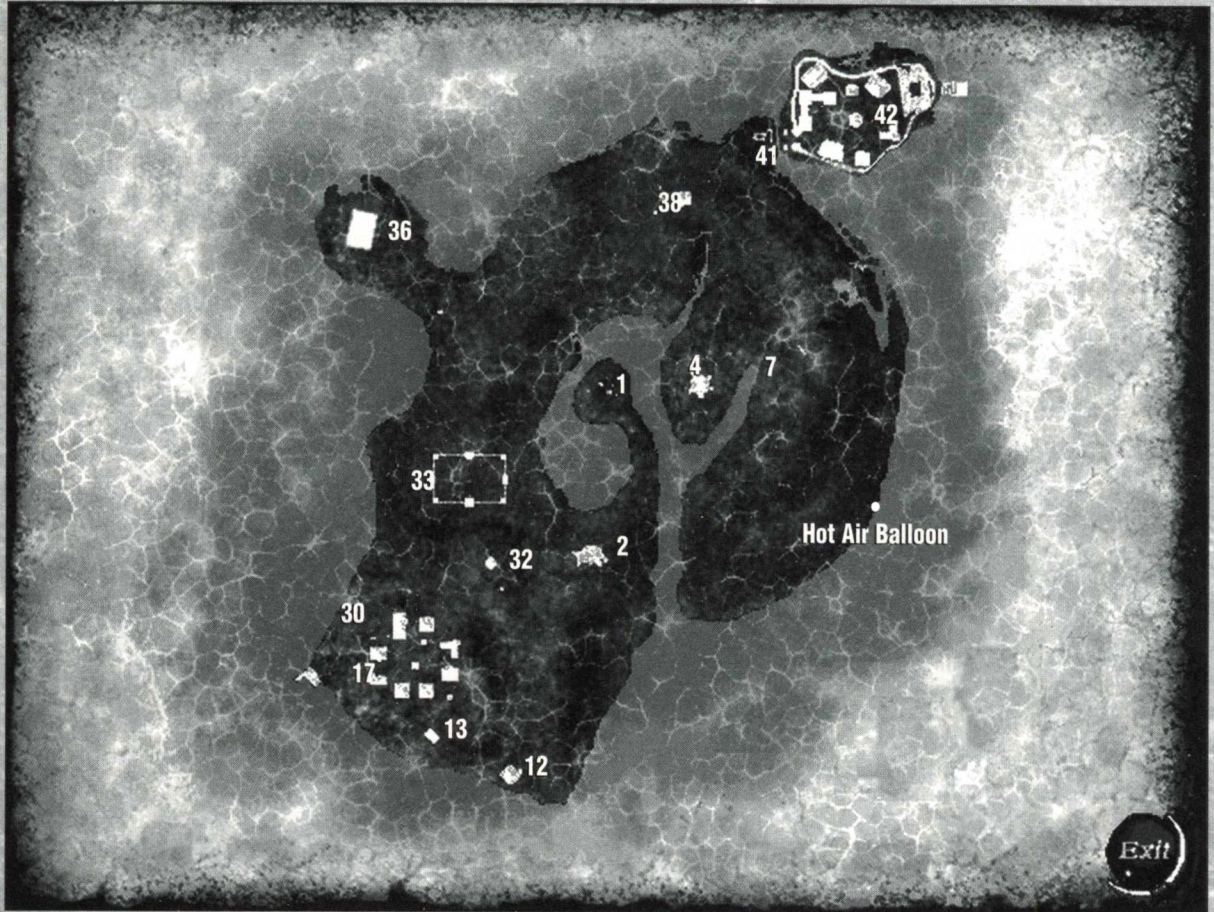
CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

10. After you click on the correct button at each platform, proceed west along a raised ramp that circumnavigates the room. At the high midpoint of each ramp, look for a bridge towards the center of the room that should rise each time you press the right button. Move across these bridges four times to click on a wheel on a central pillar. [A sound signals that you have fired up one of the four mana tourbillions, all four of which must be started before you leave the room].

By the way, there are lots of nasty spell-casting Seducers on the floor below; avoid them.

11. When all four correct buttons are pushed and all four central wheel objects have been clicked, the Mana Tourbillions are all running, and a door-ish force field is accessible on ground level in the southeast corner of the big room. Click on this door and enter the password "DUSK" to remove the force field.
12. Head south, then west through one room to a Storage Room [Room 26]. In the northwest corner of the west room, flip a floor switch. LEVER #4. [This fourth lever opens a spiked gate in the room you just passed through.]
13. Head back east, then north through a downsloping passage through an open spiked gate. Follow a long passage north. At the end of the passage find Jaciel Morgen and the Rock Sails Room.
14. Speak to Jaciel to set a dialogue flag for Deyanira. Invoke her in the name of the Nocturnals, and she'll wake from her dreamsleep. Unfortunately, she is still apathetic, so you have to head back to Deyanira [see entry #6 above] for another chat.
15. Speak with Deyanira, answering "Mission Accomplished." Deyanira offers to sacrifice herself to wake Jaciel. You do the honors, striking her with a dagger. Receive a Soul Dagger in inventory as Deyanira is cast into Oblivion [via dialogue]. Take this Soul Dagger back to Jaciel to prove that the deed has been done.
16. Return to speak with Jaciel. She's mad, but cools down, and takes her friend's point. She then gives you the password you need to exit through the back teleport to the next level. Head north from Jaciel out across the Rock Sail. Leap up to the northwest corner and jump to a platform with a torch. Click on the torch to raise a floating rock on the east side of the room. Leap back to the center of the room, then east and north to a northeast platform with a teleport pad. Hop on the pad.
17. Arrive in the Atrium [Room 29] and give the password [djemekweh, or djeh meh kweh, or jeb meht quam] to open the north door from the Hex Room.
18. Head north to a teleport platform in the center of the next room, and exit the level.

THE CHIMERA OF DESOLATION— LEVEL 5



GOALS:

1. Collect 6 keys to unlock the gate of exit. Five of the keys required to unlock the Granvellusa temple containing the exit gate are located inside 5 temples scattered around the island: the Chapel of the Innocent Quarry, the Temple of Dust, the Garden of Time, the Cardinal Fane of Desire, and the Shrine of the Unspoken Powers. The last key is held by Egahirn, one of the Herne huntsmen that pursue the PC throughout the level.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

2. Egahirn's key can only be gained by killing him. To kill the otherwise invulnerable Egahirn, collect the complete six-piece suit of Old Man Chimere's armor (thoughtfully scattered about the island by the absent-minded Old Man Chimere), and in the Chapel of the Innocent Quarry, acquire a case containing a spear of bitter mercy. Take the set of armor and case back to Old Man Chimere, and he sets you up right to kill Egahirn.

BUILD AWARD POINTS:

1600

SCOUTING REPORT:

- Fire Daedra (Faydra's Dogs/Troops)
- Frost Daedra (Xivilai's Dogs/Troops)
- Old Man Chimere
- The Herne Clan (Faydra's Huntsmen and Guard)
- Dark Seducers (Xivilai's Gamekeepers)
- Egahirn (Member of the Herne Clan, Select Huntsman, and Dirty Cheater)

BLUEPRINT:

Note: Gameplay on Level Five actually starts at Location 30: Quayside. Level Five is a huge level, and not-even-a-little-bit linear. Thus, a linear narrative of locations is not possible here. The walkthrough at the end of this level's Blueprint is just one of a variety of plausible sequences for completing the level. Read that first to get oriented, then read through the rest of the Blueprint for details of the greater environment.

1. Carnac Island and the Stones

- Here you'll find one of the two entrances into the Catacombs. There's a piece of the Armor of the Savior's Hide in the Catacombs, so you'll have to enter here or through the Tomb near the town of Trybador.
- Scour the island for a nice cache of potions.

2. Chapel of the Innocent Quarry

- A Vehk Sigil immediately in front of door; get Amulet of Entry from room 4.
- The Herne brothers reveal the details of the hunt ritual, and that Egahirn has the final key.

Whenever you venture outside, expect to be hounded by Frost and Fire Daedra, who act as beaters and dogs, respectively, and the Herne hunters. Herne hunters will not enter any buildings, although

random Frost and Fire Daedra might be waiting there for you. Further, Hernes generally will not attack you unless you attack them first. Unfortunately, the Hernes often accidentally get caught in Fire and Frost Fire Daedra crossfires, which sets them off.

- The Herne huntsmen tell you:

"Hello little hare. I am a Huntsman. I hunt you in accordance with the laws of the Wild Hunt. How do you like our hunt?

The Wild Hunt cannot end until the sacred Spear of Bitter Mercy takes the life of the prey, and the victor Calls the Dark Seducer to View the kill. All must be done in accord with the Law. So you see we are not quite finished yet."

- The Ritual of the Hunt

The tradition of the hunt proceeds in several distinct stages:

- The Call, to bring the hunters together,
- The Drag, in which the quarry is roused out of its warren
- The Chase, in which the quarry is pursued by hounds and worried (as in bullfighting) into a state of desperation, and finally...
- The Kill.

The hunt caller should deal the killing blow. If the quarry manages to defeat the hunter, he may call the next hunt. When the PC kills the younger hunter, he will be able to take the last key needed to exit the level. The hero also gets a Geth Amulet of Entry which lets him go to the bell tower, summon the Master of the hunt, and call the next hunt.

- Vehk Sigil Amulet immediately in front of door.

3. Inside the Chapel of the Innocent Quarry

- Click on the central big green crystal jobber and collect a key.

Plaque:

Spear of Bitter Mercy

Lightning in the hand

My point bites deep

I end the chase

Even the mightiest are unmade by my touch.

- The Spear Case is hidden in a back corner of the temple.
- Opening the Weapon Case
- You can't open the Spear Case. Take the Case to Old Man Chimere, and he'll get the Spear out for you. You must have the complete suit of the Armor of the Savior's Hide, however, or Chimere won't open the case for you.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

4. Shrine of the Unspoken Powers

- A Herne, Frost Daedra, and Fire Daedra [Vehk Amulet of Entry] hang around outside to harass you.

5. Inside the Shrine of the Unspoken Powers

- Ride an elevator down and cross the room to pick up a key on a dais.
- Fire Daedra: Vehk Sigil Amulet, Parchment:

"For all Faydra's vassals, our Hounds.

You shall not return to the Chapel until the hunt is resolved, and the quarry's corpse is borne in to rest upon the altar.

Remember, you are The Greater Hounds. You are to pursue and harry the quarry but must not kill it. That honor shall be Egahirn's only.

Now go, and run well, for the Hunt is a thing of beauty.

Herne."

6. Allanscrag Mountain (East Island)

7. High Rock Falls (Entry to Grotto of the Ganewyrd and Spire)

- Click on the bottom of the waterfall and enter through the falls to the grotto within the mountain.

8. Inside the Grotto of the Gamewyrd

- Many rude Seducers try to spoil your day. Run real fast up the ramp to the left of the entrance, then dive merrily off the end of the ramp and down to the central island and the Spire of Forromeo. Sure it will hurt, if you don't have a Slow Fall spell, but it's the only way. Be a man. Or whatever.

Scroll...

"For any unfortunate pursued by the Hunt.

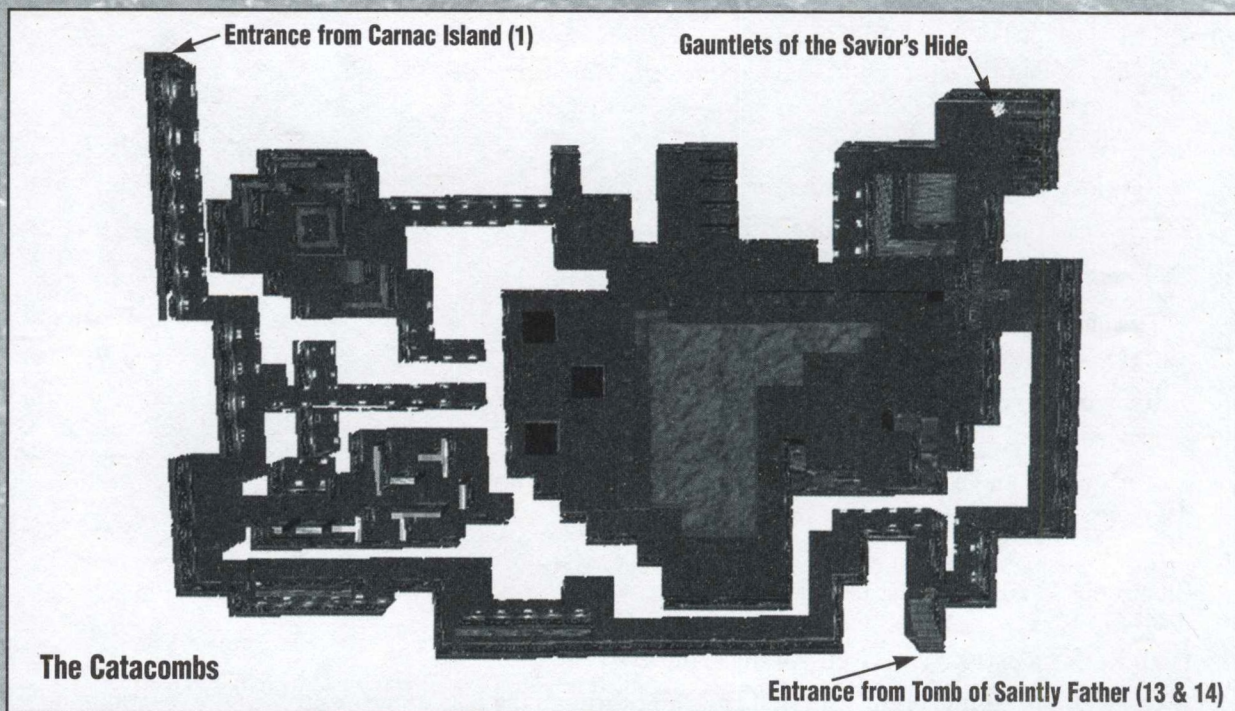
Know that you are not alone, that you have a friend in this desolate place. For the moment my croft-cottage is safe from the hunters. Find me there, in the middle of the moor away to the North. I can offer you shelter and respite, but come quickly, for every day I feel my strength fading."

[Note from Old Man Chimere to find his cottage.]

9. Inside the Spire of Forromeo

- Under a bench in a corner of the first floor is a chest containing the Boots of the Savior's Hide. Get the Coffer of Restoration on the second floor and visit the Blue Restoration Gem on the third floor.
- Treasure: Staff of Masterful Unknown Wisdom
- Restore Health Gem [Third Floor]

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10. East Bay (SE region of island)

In addition to the mobs of Fire and Frost Daedra that wander the barren eastern high ground, a hot air balloon is moored on the east coast. You'll want this balloon to visit the northeastern island walled town of Granvellusa.

11. Southpoint (Southern Tip of island)

A river flows north into the interior of the island from this point. This is a handy highway for your rowboat. The rowboat is a fine platform for scooting back and forth, dodging fireballs, then shooting at stupid monsters on the shoreline.

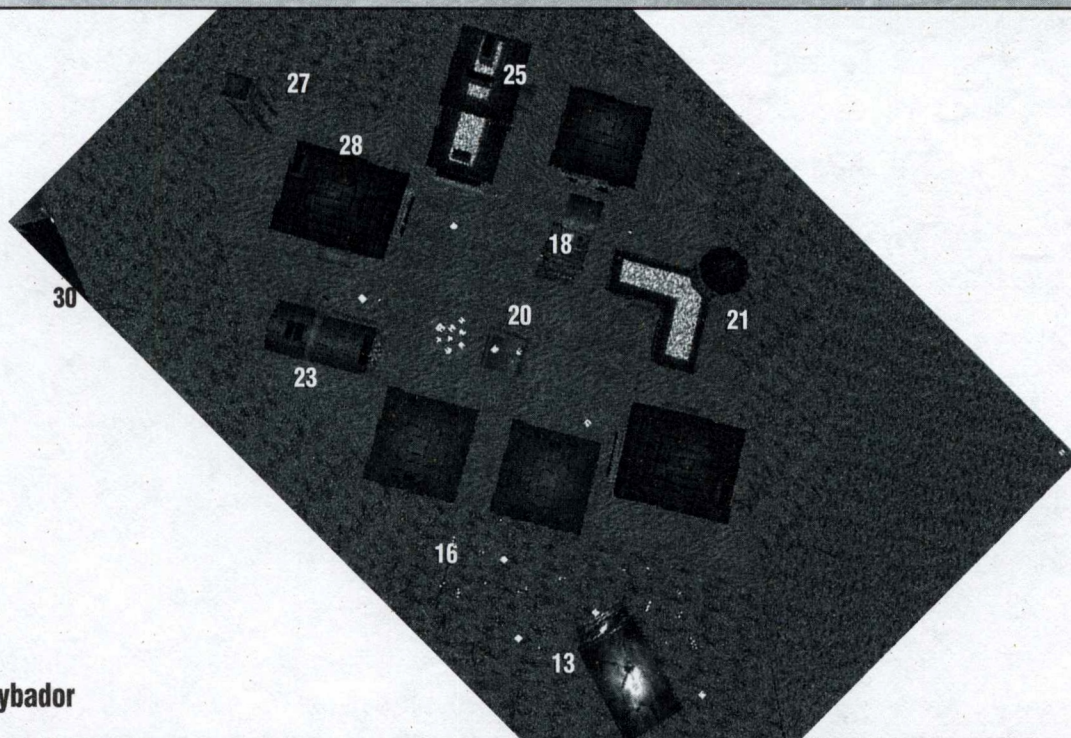
12. Temple of Dust

A Herne, Fire Daedra, and Frost Daedra hang around outside, looking for a Good Time. Lure them away, then scoot back in, ride the elevator up, and grab the key on the second level. Restore at the Blue Gems, then beat it.

13. Tomb of the Saintly Fathers

A Herne and a bunch of Fire and Frost Daedra wander around the town of Trybador and the neighboring cemetery. You must travel through the Tomb [or the Carnac Island entrance] to reach the Catacombs for a piece of the Savior's Hide armor.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE



Trybador

14. Inside the Tomb of the Saintly Fathers

- Fire Daedra: Vehk Sigil Amulet
- A bunch of potions between the crypts and the walls

15. Catacombs

- Treasure: Gauntlets of the Savior's Hide
- Restore Health and Restore Spell Points Gems
- Lots of monsters with good loot.

16. Cemetery

17. Trybador

Most of the buildings here were sealed following the disastrous plague that killed every last soul on the island. Old Man Chimere did outfox Lord Dagon, but Dagon got his revenge.

18. Donelon Belltower

Geth Sigil blocks the door to the interior of the Belltower. Egahirn in Granvellusa is carrying the only Geth Sigil Amulet.

THE BATTLESPIRE ANTHENAUM

19. Inside the Donelon Belltower

- Lever for ringing bell that summons Si'ess, the Dark Seducer, who calls for a new Hunt
- Restore Health and Restore Spell Points Gems in the Belltower

20. Execution Block on Scaffold

21. Ruisdael House

22. Inside Ruisdael House

23. Daymarket

24. Inside Daymarket

Loads and loads of potions and a poor Scamp.

25. Mag's Tavern

26. Inside Mag's Tavern

Barrel: Mace of Revelations.

27. Wagon

Click on this wagon and it rolls around a bit. What's the point? We have No Idea.

28. Reutha Hall

29. Inside Reutha Hall

30. Quayside

- When the PC arrives at the dock from Level Four, a Dark Seducer is there to greet him. The Dark Seducer, Si'ess, a Dagon spy, though she cares not a fig for this level's special hunt ritual, briefly explains it to you. This is young Egahirn's (a Herne brother) first hunt, and he should take the kill. Any other hunt questions should be addressed to one of the Herne Brothers. She insinuates that Egahirn has diverted you here for this ritual death. She is invulnerable. (Hint!)
- Parchment: A note from your buddies the Dremora.
 - We the Dremora are true to our word.
 - This place is closed to us, and the help we can provide is limited.
 - You are now in the place of the Hunt.
 - To leave this realm you must enter the gate in the great horned temple, in the walled city to the East.
 - You will require six keys to enter the temple. If the Hunt were fair, you would find them abroad in the island.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

The Hunt is not fair.

The hunter has taken one to prevent your escape. The touch of his spear is death, and no mortal weapon can harm him.

Your plight is utterly hopeless and impossible.

Therefore we assume that you may be somewhat delayed.

The old man in the lonely cottage knows what you need. He will test your patience, but persist and the reward will be great.

Farewell, strange mortal. Enjoy the Hunt.

- Cuirass of the Savior's Hide in the water beneath dock

31. Raven Hill (West Central Island)

32. The Old Mill

The Greaves of the Savior's Hide sit in plain sight by the door on the east.

33. Garden of Time

34. Inside the Garden of Time

A Herne waits around inside while Fire and Frost Daedra man the towers. A key is hidden under a platform in the central courtyard. Enter the tower on the southwest, ride an elevator to the top, push the button, which raises the platform to reveal the key and two handy Blue Restoration Gems.

35. Hartmoor (Northern Region)

36. Cardinal Fane of Desire. Watch out for a quartet of Fire Daedra on the trail approach. Avoid scamp here, as it has far more health than the average scamp.

37. Inside the Cardinal Fane of Desire

A key sits on an altar. Grab it and split. Cluster of Cure Health potions to west of altar, back room has blue restoration gems to regain health and spell points.

- Arrows
- Helm of magic restartus, greaves of Noble fleetness in chest at bottom of triangular pool.

38. Hartcroft (Chimere's Cottage)—A herne and some Frost Daedra make it difficult to walk up to Hartcroft.

39. Inside Hartcroft

- Thankfully, Mehrunes Dagon has mercifully forgotten about Old Man Chimere, a truly rebellious human. Good thing for you that he has. Old Man Chimere is a central figure in Battlespire. Without him, this level would be impossible to survive and defeat.

The old man once famously cheated and almost banished Dagon. Initially bewildered, he confuses the player for an invading Daedra. After sending the PC on spurious quests, he finally realizes he is alone. After some lamenting, the old man gives the player convoluted directions to recover his distinguished suit of armor and the Hunter's Lance, a weapon that can kill Egahirn, the youngest Herne Brother.

- Old Man Chimere's Scroll: After you speak twice with Old Man Chimere, he tells you to read the scroll on a nearby table, and then to return and talk to him.

The book contains many pages of close, tightly-written scribbling. The earliest entry is marked "Harvest's End, 3E 172." Only the first few pages make sense. Later entries are incoherent and illegible. In the first few pages you learn the basic story of Chimere, Master Sorcerer, Summoner, and Direnni retainer, and how he treated Lord Dagon, tricked him, and paid the price for his victory.

Chimere Graegyn was a retainer of the ambitious Direnni clan. The Direnni derived the bulk of their power from their traffickings with Daedra, a very profitable but risky path to success. Chimere was perhaps the cleverest and most ambitious of the Direnni summoners. He dared to scheme against Lord Dagon, and won. When his trick succeeded, Dagon was cast into Oblivion. However, in the instant of his betrayal, Dagon struck out against the mortal who tricked him. Chimere's pact assured that he would live forever in his home town among the happy voices of his friends and countrymen. Twisting the literal words of Chimere's pact, Dagon scooped up tiny Caecilly Island (a small island off the coast of Northmoor) and hurled in into the void. All Chimere's friends and countrymen were instantly killed, though the sounds of their voices remained to torment Chimere's memory. Chimere was condemned to live forever, to grow progressively old and crippled with arthritis, and to contemplate the tragic consequences of his defiance of fate and fortune in cheating a Daedra Lord.

In the earlier, more lucid sections of the journal, you also find other information of relevance to your current plight.

- Searching for details of Chimere's successful defeat of Dagon, you find the following:
The Armor of the Savior's Hide: Created by the Daedra Lord Malacath, this armor has the marvelous property of turning the blow of an oathbreaker. Chimere tricked Dagon into swearing an oath against the Powers which he had no intention of keeping. The Hide of the Savior turned Dagon's titanic fury long enough for Chimere to deliver his own attack — an incantation invoked upon Dagon's "Protonymic" (i.e., Incantory True Name). Unfortunately, like many of Malacath's gifts, the armor is a mixed blessing. It also makes its wearer exceptionally vulnerable to magical attacks, so one should only wear it for particular occasions.



Chimere

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

- **Dagon's Protonymic:** Chimere used Dagon's Protonymic in an incantation to invoke a sorcery that would gradually drain all of Dagon's power into the void. Chimere miscalculated, however, not realizing that Dagon's resistance could slow the draining of his power, even if it could not stop it. As a result, Dagon had the time to curse Chimere with a literal fulfillment of the terms of his bargain with Chimere. Rather than let his power drain into the void, Dagon cast it all into his curse. As a result, Caecilly Island was cast into the void, all its citizens were horribly slain, and Chimere was condemned to live forever among the ruins of his greatest ambition.

You also find the following details concerning the Rituals of the Hunt:

- **The Chapel of the Innocent Quarry:** Chimere believes that Dagon had Caecilly Island established as the site of the hunt to personally mock and torment Chimere. The green crystal structure was created by enchantments, and is the only building on the island erected since it was ripped from Tamriel and loosed in the void.
- **The Spear:** Supposedly the Spear of Bitter Mercy used in the Wild Hunts could not be handled by any mortal or immortal save the ones sanctified to the Hunt and bound by its strictures. However, Chimere has determined that though the Spear's power is great, it is not unlimited, and that certain enchanted items — for instance, the Armor of the Savior's Hide, forged by Malacath — are sufficient to protect a mortal or immortal bearer from its maleficent energies.

Old Man Chimere's Shopping List: After you read Chimere's journal and speak with him again, ask about the Armor of the Savior's Hide. [Actually, ask about any topic he'll talk about, and you'll get useful background information.] In response to your query about the armor, he gives you a shopping list [reproduced below] which you can use like a treasure hunt list to track down the Armor of the Savior's Hide.

These words are painstakingly scratched onto the parchment in watery uneven strokes.

The Armor of the Savior's Hide may safeguard you against the sting of the Spear of Bitter Mercy. It turns the blow of an oath-breaker and guarded me against Dagon's hand, but not against his venomous intellect.

Alas, my memory is clouded. So much time has passed since I took the pieces and hid them from my own sight. I fear I have done the task too well.

I never wished to see the armor again, much less suspected it might be needed by another.

Enough of regrets. These faint snatches are as much as I recollect through the years of madness. Make of them what you will.

One piece I recall in a place high over the water, a narrow margin, between two plumb drops, one below, one above, looking down on the lookout and the faint creaking of timbers.

Another is somewhere similar, within stagger of the first but in the center of a people-home. Where folk would gather, full of music and laughter and the slop of water of life, high above the water and ringed all about with stone.

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The third I placed in a most wet and inaccessible locale, for I had no thought for decay and the crust of nature. All about was the sound of the great blue and slits of light fell through to the water below. My friends would cast nets and lines to catch food from here, but I cannot fetch out the name of it.

The fourth lies within the mountain, in the tall tower, in the darkness beyond the curtain of water.

The fifth waits in cold darkness down below.

The last sailed up into the sky, and there revolved at the call of the wind. I tacked it to the canvas, so I know not if it still hangs there.

- For a terrific translation of this “nonsense”, see the Walkthrough below.
- Restore Health and Spell Points Gems
- Quiver of arrows
- In chest: shirt of magic resartus, staff of precipitous travel

40. Northpoint (Northeast Region)

41. Drawbridge

When the drawbridge is up, it is a big pain to enter Granvellusa. There are two other ways into the walled town: A. ride the elevators up from the wharf to the east of the island, and B. ride the hot air balloon into town. Once inside town, click on the wheel on the north side of the drawbridge to lower it for more convenient transit between the big island and Granvellusa.

42. Granvellusa

A narrow path runs around the outside of the wall. At the far eastern edge of this path lies the Helmet of the Savior's Hide, guarded by a Herne, Fire Daedra, and Frost Daedra. Way down below is the High Pier and a ship. You can get an elevator back up from the High Pier if a monster accidentally knocks you over the cliff.

43. West Gate and Barracks

- Egahirn: Key to the Temple of the Daedric Rites, Geth Sigil Amulet

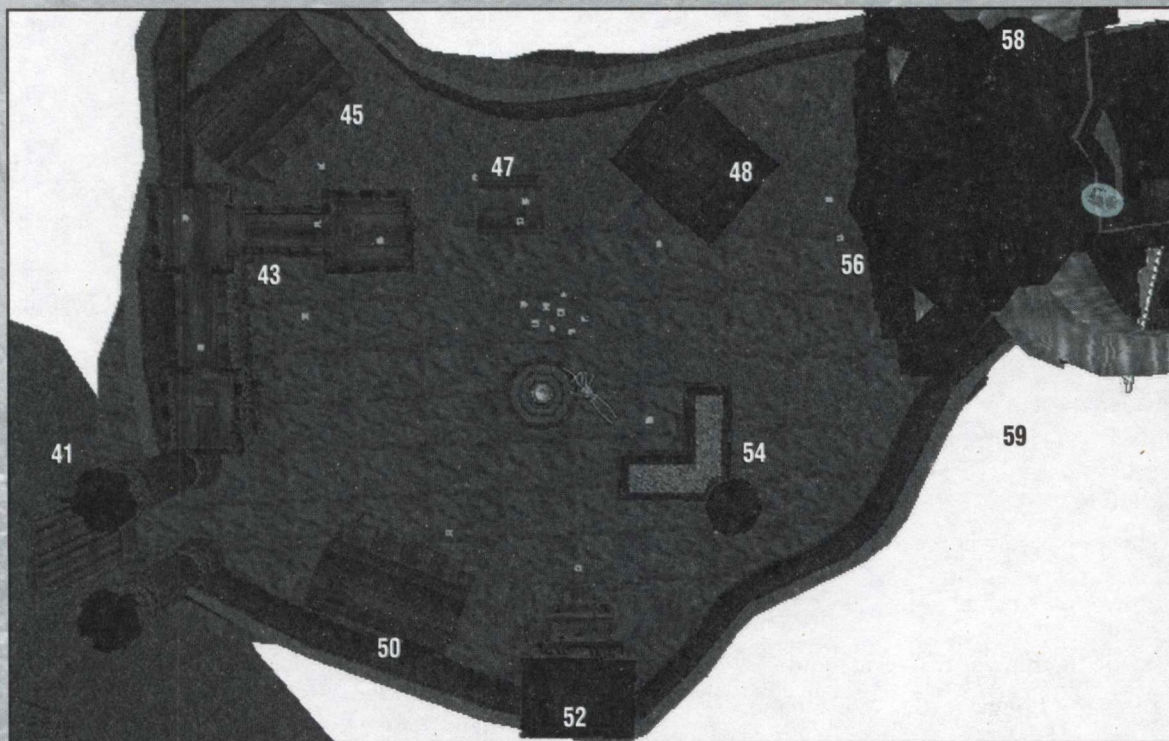
Egahirn is sitting on the roof of the northeast end of the Barracks, watching out for You-Know-Who. This Herne is enthusiastic, anxious to make a good impression, and over-confident. This is his first hunt, so he's the one to deal the killing blow to the quarry. He is invulnerable to all weapons except the Hunter's Lance. Poke Egahirn with the Spear of the Bitter Mercy a couple of times, and he dies. Take his stuff.

To get to the roof, enter through the north barracks door, turn right through a door, and upstairs to click on a trapdoor to the roof. The trapdoor is only one way, so you have to jump down off the roof when you've finished Egahirn off.

44. Inside the West Gate Barracks

Treasure: War Axe of Agony

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45. The Grange

46. Inside the Grange

Once the Frost Daedra have unleashed their magic, you are safe because they are trapped behind the hay bales. Up in the loft there are a bunch of cure health potions.

Treasure: Dagger of the Frosty Ward, gauntlets, arrows.

47. Guillotine Scaffold

48. The Salt Barrel Tavern

49. Inside the Salt Barrel Tavern

The Pauldrons of the Savior's Hide are in a box on a chest of drawers in a small room on the second floor; a large cache of arrows on top floor.

50. The Smithy

51. Inside the Smithy

Treasure: Broadsword of Masterful Silver Wisdom, longsword, broadsword.

A small cache of arrows and some potions.

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52. Griesen's Inn

53. Inside Griesen's Inn

54. Hallnal House

55. Inside Hallnal House

56. Temple of the Daedric Rites (Horned Temple)

To enter, you need six keys, five from locations around the island, one over the dead body of Egahirn.

57. Inside the Temple of the Daedric Rites

Ride two sets of elevators up to the top level, then dive out onto the horn-shaped object suspended over the center of the room to travel to Level Six.

58. High Pier

Three elevators here can carry you to the ledge running around the outer walls of Granvellusa.

59. Flower of Wermeland

60. Inside the Flower of Wermeland

Treasure: Longsword of Weirdbane.

61. Sunken Ship

On this charming little secret area you can find a War Axe of Masterful Deep Biting, Mace of the Incomparable Horny Fist, and some potions.

CRITICAL PATH WALKTHROUGH:

This is just one possible route, not necessarily the fastest. A lot depends on your current state of health, spell points, and other renewable resources. This route lets you take advantage of the rowboat for swift travel in the early stages. This water route also provides the refuge of swimming away from pursuit until you get sufficient healing and restoration resources to support your pilgrimage.

1. Welcome to the dock. Chat with the winged lady, but don't attack her or you'll be Sad. Grab the Cuirass of the Savior's Hide; it's next to the dock, near the shore, in the water.
2. Hop in the boat and sail southeast along the coast, past the high headland, until you see the Temple of Dust (12) [brown dome with four column-things]. Disembark and run around to the north side entrance, past the fire daedra, frost daedra, and herne, and into the temple. Hop up the stairs and onto the elevator. Grab the key on the upper level, then get out of the temple and return to the boat.

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

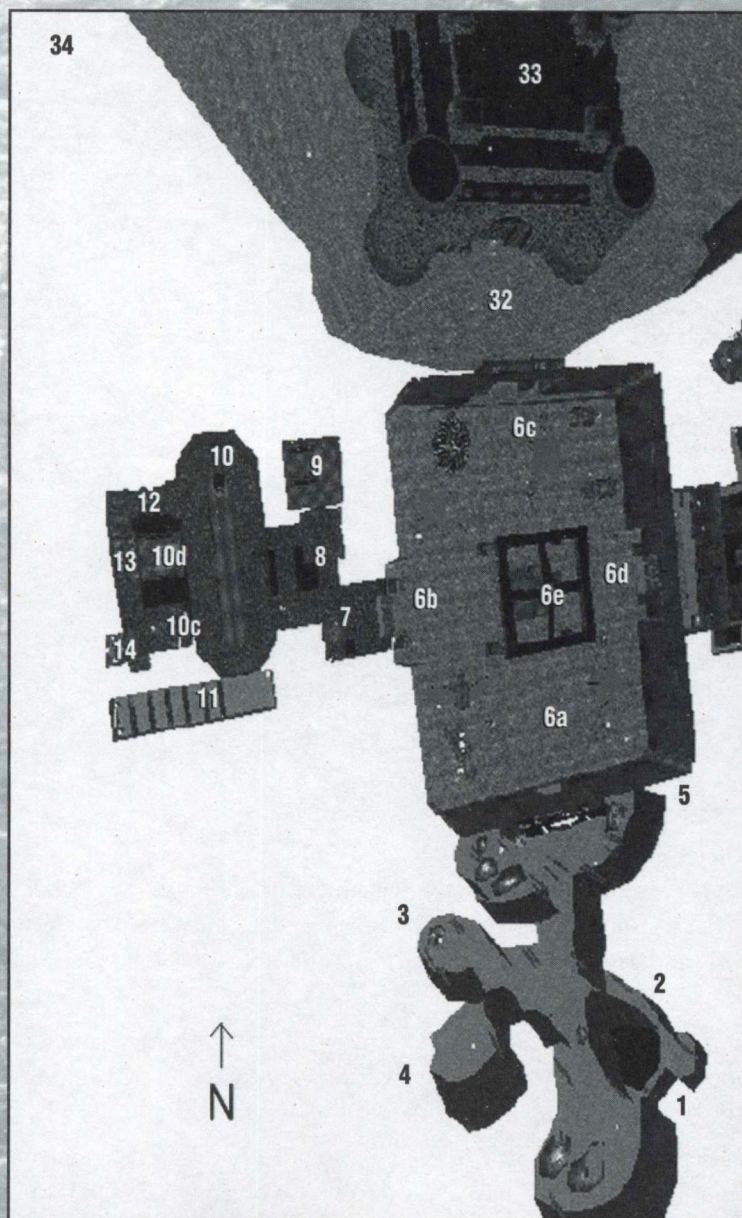
[KEY#1] Fast. Did I say fast? FAST. By the way, you need a Vehk Sigil of Entry. Many fine Fire Daedra carry these. Murder a few until you get one, but pick an easy victim, all alone and downhill from your missile fire.

3. Hop back in the boat and cruise southeast again, hugging the coast on the left, then swing north up river. Park your boat a little south of the Chapel of the Innocent Quarry (2). If you reach a side branch of the river headed east, you went too far. Beat feet over to the Wind Mill, due west of the jade green Chapel and grab the Greaves of the Savior's Hide lying in front of the door. [ARMOR#1]
4. Zoom north to the Garden of Time (33). Pick off any monsters atop the southwest tower with missiles or spells from high ground to the south, then beat feet into the southwest tower, ride upstairs, and jab the button. This makes a round plate in the center of the plaza rise into the sky. Don't stop to chat with the herne on the ground, or you'll be Sad. Leap from the tower roof, avoiding the nasty herne waiting at the bottom of the tower, and dash over and snatch the key from the depression in the center of the plaza. [KEY#2] Faster. Got the key? Now run, run, run back to the boat.
5. Take the boat north, hugging the west bank, to Carnac Island, recognized by standing stones and trees and stuff. Why am I keeping you in the boat? 'Cause the monsters can't swim, and you can murder them from a safe firing platform. Snuff or evade the defenders, open the trapdoor in the middle of the island, and descend into the Catacombs (15). You are standing at the bottom of a ladder. This is a Bad Place, but you may harvest valuable magic items as you wade through the monsters. Hug the right wall to get through the maze. Pass a set of stairs on the right with a couple of potions. Keep on going until you see a chest along a wall with a bunch of caskets in stalls. Grab the Gauntlets of the Savior's Hide from the chest, and return by the same path to the ladder and back to the island. [ARMOR#2] There's a Restoration gem handy in the Catacombs; fill 'er up if necessary.
6. Take the boat south then east up a side branch and park the boat by the waterfall. Scoot overland west to the Shrine of the Unspoken Powers (4&5) [greyish-brown dome with five pillars]. Enter, ride the elevator down. And cross the room to a raised dais and grab the key. One of the fire daedra here has a Vehk Amulet of Entry you need to get into the Chapel of the Innocent Quarry. Get the key, murder the daedra for the amulet, then scam. [KEY#3]
7. Zoom back to the waterfall, click on the bottom part of the waterfall, and enter into the mountain, leaving annoying pursuers behind. Climb up on a sloping ramp north of the waterfall entrance, and follow the northern wall up slope to the east to a high prospect. Leap from this prospect on to the island with the Spire of Forromeo. Dodge the defenders and scoot around to the door of the Spire on the southeast. Enter. Bad people will try to murder you a bit. The Boots of the Savior's Hide are in a chest under a bench in a corner of the room. [ARMOR#3] Grab them and exit the door you entered. Run jump in the water and swim west to the tunnel leading to the waterfall. Click the waterfall and return to the outer world.

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8. Head back to the Chapel of the Innocent Quarry (2). With the Vehk Sigil Amulet of Entry, you waltz right in. Avoid the Herne hanging around outside the Chapel. Inside the Chapel, click the central thingie, which rises and reveals a key ripe for snatching. [KEY#4] The Spear Case is in a corner; grab the Spear Case, then scam.
9. Head southeast crosscountry over the mountain to a hot-air balloon on the eastern coast of the island. Get in the balloon and fly due north to the walled city Granvellusa on an island. Land the balloon inside the walls.
10. Go to the Salt Box Tavern in the south of town. Enter, go upstairs, and find the Pauldrons of the Savior's Hide on the second floor. [ARMOR#5] Grab them, then beat it.
11. Dodging Bad People, scoot out on the ledge that runs south of the Granvellusa (42) outer wall. On the ledge overlooking the ship and dock to the far east, find the Helmet of the Savior's Hide. Grab it, and head back to the city gate and drawbridge on the west.
12. To the north of the drawbridge, click on the wheel to lower the drawbridge. Head across the bridge along the north coast of the big island to the far west end.
13. Hot-foot it up to the Cardinal Fane of Desire (36) [blocky grey temple] in the northwest corner of the island. Enter and grab the key from the altar, and split.
14. Head back east to Chimere's hut on the northern end of the island, on high ground just west of the grey stone path south from the Granvellusa drawbridge. Load up on spell points and health at the gems in the hut. Chat with Chimere three times, then read his journal. Equip all six pieces of the Armor of the Savior's Hide. Now chat again with Chimere. Tell him you have the Armor of the Savior's Hide [all six pieces, right?], then tell him you have the spearcase. Give him the spearcase [in dialogue], and he'll give you the Spear of Bitter Mercy. Leave dialogue, equip the Spear of Bitter Mercy and all six pieces of the Armor of the Savior's Hide.
15. Go to the north barracks [L-shaped building in NW Granvellusa], enter door on south side of north-east part of building, open door inside on right and climb stairs up to a trapdoor, click on the trapdoor, and appear on the roof. Egahirn is there. Kill him with the Spear of Bitter Mercy, which takes several successful attacks, then take the final key [KEY#6] and the Geth Sigil Amulet of Entry. At this point you can run all the way back to Donelon Tower (18) in Trybador, charge up spell points and health, click on the rope to ring the bell, then go outside for a final chat with the winged lady. Then you would run back to Granvellusa. This is Extra Optional and not required for completion of the level.
16. You got six keys. Go click on the door to the Temple of the Daedric Rites (56) [big blue temple in far east end of Granvellusa]. Inside the temple, ride two sets of elevators up to the top level, then scoot along and leap out onto a crescent-shaped thingie hanging in the middle of the room. Tweedle. You are on your way to Level Six.

THE HAVOC WELLHEAD— LEVEL 6



THE BATTLESPIRE ANTHENAECUM

GOALS:

1. Gate Key #1: Gift from Imago.
2. Gate Key #2: Get in dialogue from Xivilai Moath, or pick it up from sack when Xivilai is banished with his true proper name, Neonymic, in dialogue.
3. Gate Key #3: Get in dialogue from Faydra Shardai, or pick it up from sack when Faydra is banished with her neonymic in dialogue.

BUILD AWARD POINTS:

1900

SCOUTING REPORT:

Clannfear (Xivilai's Troops)
Hernes (Faydra's troops)
Dark Seducers (Dagon's agents)
Daedra Lords (Imago's agents; Dremora-aligned)
Lomegan Mariel (Sirran Angada in transmorphed disguise)
Imago Storm, Grand Vizier
Xivilai Moath (Dagon's not-so-smart adopted son)
Faydra Shardai (Dagon's Spoiled Brat adopted daughter)

BLUEPRINT

1. Entry Gate

- This level is one Dagon's many provincial governmental centers in the pocket universes, and the home of some of the legions of Mehrunes Dagon's Daedra. The often-boisterous clans gathered here for the invasion of the Battlespire. Much of the now-useless invasion material is lying around caked with blood and rock dust.

Daedra troops overrun this level, so expect many combats, while three main factions (Dagon, Imago, and Faydra) currently amuse themselves playing football with the heads of slain Battlemages. A good time is being had by all.

- Faction #1: The leader, Xivilai Moath, is a simple-minded and loyal Dagon son. This reliable, but ambitious, one engineered Jagar Tharn's Battlespire involvement. Dagon is very proud of his son

CONQUERING THE SEVEN LEVELS OF THE BATTLESPIRE

for showing such unusual initiative. He is dim-witted and predictable, and the Faydra groupies have a field day taunting and provoking him. Destroy him and take the key, or try a little extortion, and he'll give you one. By the way, we're not talking biological son here, because Daedra are Extra Not Biological. Xivilai is sort of like an adopted son, or protege, or toady.

- Faction #2: Faydra Shardai is Dagon's chaotic evil, impulsive, cruel, irrational, power-mad spoiled little girl. Dagon cleverly keeps her busy from afar. She also has a key which you'll need, either by entering her service, or by banishing her.
- Faction #3: Imago Storm is Dagon's Grand Vizier, sick and tired of nurse-maiding the other faction clowns, while Dagon relaxes in his Hunting Lodge. Imago thinks he would be a better Ultimate Daedra Lord. He disapproves of the Battlespire invasion, as unnecessarily inviting trouble from other Daedric Lords, Nocturnal in particular. (See The Shade Perilous — Level 4, above)

Imago is willing to help you cast Dagon into Oblivion, so long as you make it seem like the deed was done by an army of invincible battlemages. Imago offers to give you his key to the teleportal, and half of Dagon's incantory name, if and only if, you can slay all the Daedra troops on the level, banishing Xivilai and Faydra.

- Hernes
"A manling. As promised. For our sport. Very good."

2. Ramp Passage

3. Death Gate

4. Dump

- Helmet of Augmented Stalking
- Short Sword of Augmented Golden Wisdom
- Boots of Glacial Hue

5. Entry Gate

- Near the gate, click on a tall pole. The pole will topple over and knock open the gate.
- Claymore of the Merry Lumberjack
- Javelin of Grand Sureflight

6. Courtyard

- Here we've got your basic Hernes, Clannfear, Seducers, Daedra Lords, and one Incredibly Tough Scamp. Don't mess with Mr. Scamp. He is the genuine article.
- Treasure: Staff of Furious Smiting

6a. Courtyard South

- Waraxe of the Noble Flesh

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- [on wagon] Dagger of Starkhorn's Swiftblade, Waraxe of Noble Deep Biting, and Crossbow of Grand Sureflight
- 6b. Courtyard West
- 6c. Courtyard North
- Find the drums near the north gate. Click on them to sound the signal that opens the north gates.
 - Helmet of the Tears of the Shark
 - Cuirass of Odious Disorder
 - Gauntlets of Expectant Wonder
- 6d. Courtyard East
- 6e. Courtyard Platform
- Ride the elevator to the top and push buttons on the west and east platforms. These buttons open the east and west gates from the Courtyard.
 - Cuirass of Exquisite Perfection
 - Boots of Dancing Fate
7. Antechamber
- Locations 7-31 are Faydra Shardai's turf. The Hernes belong here; the Clannfear are interlopers looking for trouble. The Seducers are sneaking around, and don't seem to belong to any faction.
8. Passages
9. Library
- Codex Arcana Volume V on a bookshelf, Volume VI on the floor
10. Assembly
- Treasure: Broadsword of Starkhorn's Green Wisdom
- 10c. Audience Chamber
- Treasure: Arrows and Cure Health Potions
- 10d. Study
- Treasure: Potion of Spell Reflection
11. Vaults
12. Hall
13. Long Hall
14. LadyGates

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This is Faydra's method of transportation between her various areas of occupation. Each mirror teleports you to a different part of the level. There is also a potion of Cure Health in the middle of the room.

14a. LadyGate North to Booty & Barracks [Rms 24-31]

14b. LadyGate West to Practice Grounds [Rms 15-19]

14c. LadyGate South to Throne Chamber [Rms 20-23]

15. Hall

- Cess Sigil Amulet
- Treasure: Longbow of Noble Green Wisdom

16. Pool

- Dagger of Grotesque Liveliness
- Broadsword of the Stamp of the Toad
- Waraxe of the Riven Stars
- Dagger of the Fervent Dolphin
- Potions of Cure Health

17. Gymnasium

- Hernes, Clannfear and Seducers
- Payem Sigil Amulet on one of the monsters.

18. Vestibule

19. Arena

- THE BOXERS

Boxer #1 Clannfear: WarAxe of Profane Vitality

Clannfear: Pinkskin! Stand clear. This combat for honor of Xivilai and Clannfear!

Clannfear: Trial of HONOR! Pinkskin intrudes on Trial of Honor. BAAAAD pinkskin!

Boxer #2: Herne: Dagger of the Potent Heart

Herne: Well. If it isn't the manling master of war. Far from home, and all alone.

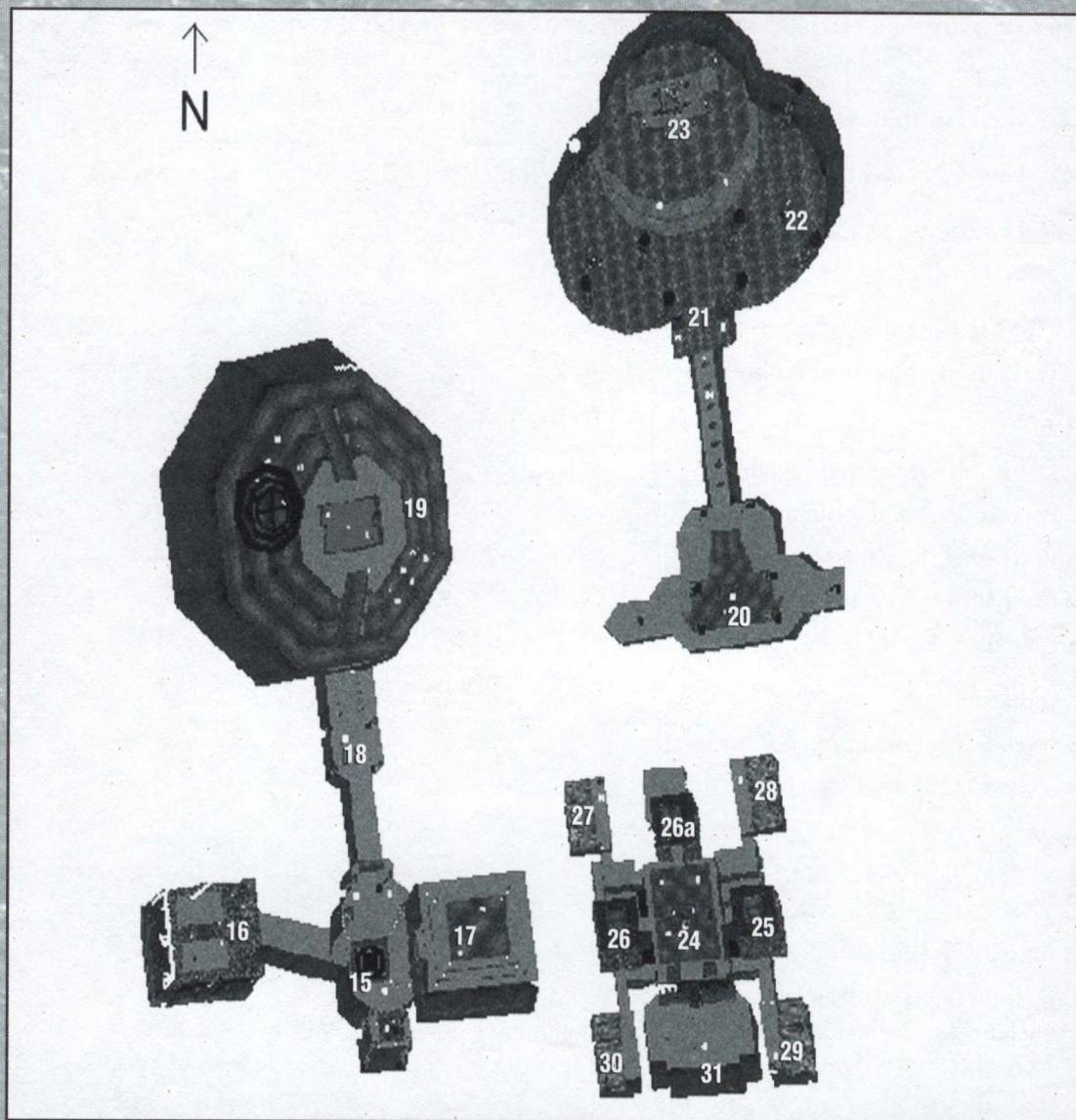
Come to dance? Come to play? Come to sing? Come to paint the world red with your heart's blood? Or would you fight in the Arena with us?

Possible PC Response: Blah, blah, blah. If words could kill, I'd be digging my grave. Come on, goat-britches. Show me some action.

- THE CROWD

Clannfear

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Hernes

Herne: No, manling. Not in the arena. You'll not provoke me into lawless riot here. But outside the Arena, watch your delicate skin.

- Seducer: Greaves of the Unnatural Essence
- Restoration Gems

20. Throne Gate

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- Mirror Gate: Throne Room to LadyGate
- Herne

21. Foyer

- Payem Sigil blocks access to Faydra. (Sigil amulets in Rooms 24 and 19.)

22. Queen's Chamber

- Treasure: Dagger of the Scaly Pelt, Shortsword of Transcendent Wisdom, Helmet of Riven Stars, Dagger of Percipient Wisdom, Dagger of Rubicund Wisdom

23. Throne

- Faydra Shardai:

"We are pleased you have come to us. You have proven your worth. We are prepared to grant you what you ask in return for your service. Only be careful... ask wisely, and receive our blessing.

[PC after talking to Imago] You are both generous and wise, and I only wish I could serve you, but previous oaths of fealty bind me. I propose instead to bargain with you on my own behalf. For I have your neonymic, and would gladly forego the perilous trial of attempting to banish you, if only you could grant me the loan of the gatekey to Lord Dagon's Hunting Lodge.

Excellent. Here is the gatekey, and I shall give orders straight away that you are not to be molested. Return to me when you have spoken with my Lord Dagon, for I shall have pressing need of your service."

- Broadsword of the Unnatural Essence



Faydra

23. Barracks Common

- Mirror Gate: Barracks to LadyGate
- One Herne has a Payem Amulet of Entry. The other has a Cess Amulet of Entry. You need them both, so get cracking. You also need to turn the wheels in Rooms 27 and 29 to enter the nice Booty Hall to the south, so hop to it.

24. Trap Door Pit

- These three pits are total hose jobs. Heroes check in, but they don't check out. If you've got a tele-port anchor, dive in and fish around for loot. Otherwise, stay clear.

25. Trap Door Pit

26. Trap Door Pit

27. NW Barracks [Wheel]

- Turn the wheel in the far end of the room.

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- Cuirass of the Architect's Gaze
- Helmet of the Unnatural Essence

28. NE Barracks

29. SE Barracks [wheel]

- Turn the wheel in the far end of the room.
- Sandals/Boots of Final Virtue, Javelin of Augmented Green Wisdom

30. SW Barracks

31. Booty Hall

- Heal Wounds and Spell Points Gems.
- Treasure: potions and other assorted loot.
- Gauntlets of Marvelous Extension
- Greaves of the Stamp of the Toad
- Pauldrons of the Eye of the World
- Pauldrons of Scathing
- Boots of Sulphurous Death
- Helmet of Riven Stars
- Greaves of Augmented Stalking
- Coffin of Restoration
- Clothes of the Bright Well

32. Stormfield [Imago's Green]

- A Daedra Lord standing in front of the gate to Imago's Keep tells you, in polite circumlocutions, that you are going to have to kill him and take the Iya Amulet of Entry off his dead body in order to prove you are worthy of speaking with Lord Imago.

"I have assured My Lord Imago that you will not be interested in speaking with him. It should not be difficult to persuade you. It is always possible that I am wrong. Do you think that possible? That I could be wrong?"

[PC] I earnestly desire the amulet, and if it were available for the asking, it would be arrogant to neglect to ask. Therefore, I honor you, and your offices. Let us proceed with the weighty matters of persuasion."

- Seducer: Helmet of the Capering Dog
- Spear of Starkhorn's Golden Wisdom
- Battleaxe of Furious Deep Cleaving
- Crossbow of Augmented Sureflight

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- Gauntlets of the Noble Horny Fist
- Boots of Mysteries
- Cuirass of High Purpose
- Helmet of the Firmament

33. The Keep [Exterior]

Click on the wooden boxy protrusion to the left of the entrance to the keep, and down comes the drawbridge. Make sure you have the Iya Amulet of Entry.

34. North Stormfield

- Seducer: Boots of the Outermost Wastes
- Treasure: Assorted loot in the northeast corner.

35. Lord's Garden

- Locations 35-53 are Xivilai's turf. The Clannfear belong here; the Hernes are interlopers looking for trouble. The Seducers are sneaking around, and don't seem to belong to any faction.

36. Secret Treasure Room

- Gauntlets of the Noble Dolphin
- Sandals/Boots of Vengeance
- Staff of Marvelous Extension
- Greaves of Uncertainty
- Broadsword of Noble Hewing
- Crossbow of Noble Sureflight
- Waraxe of Starkhorn's Unknown Wisdom
- Claymore of Snares and Springes
- Helmet of the Shrew

37. Secret Tunnel

- Boots of Noble Fleetness

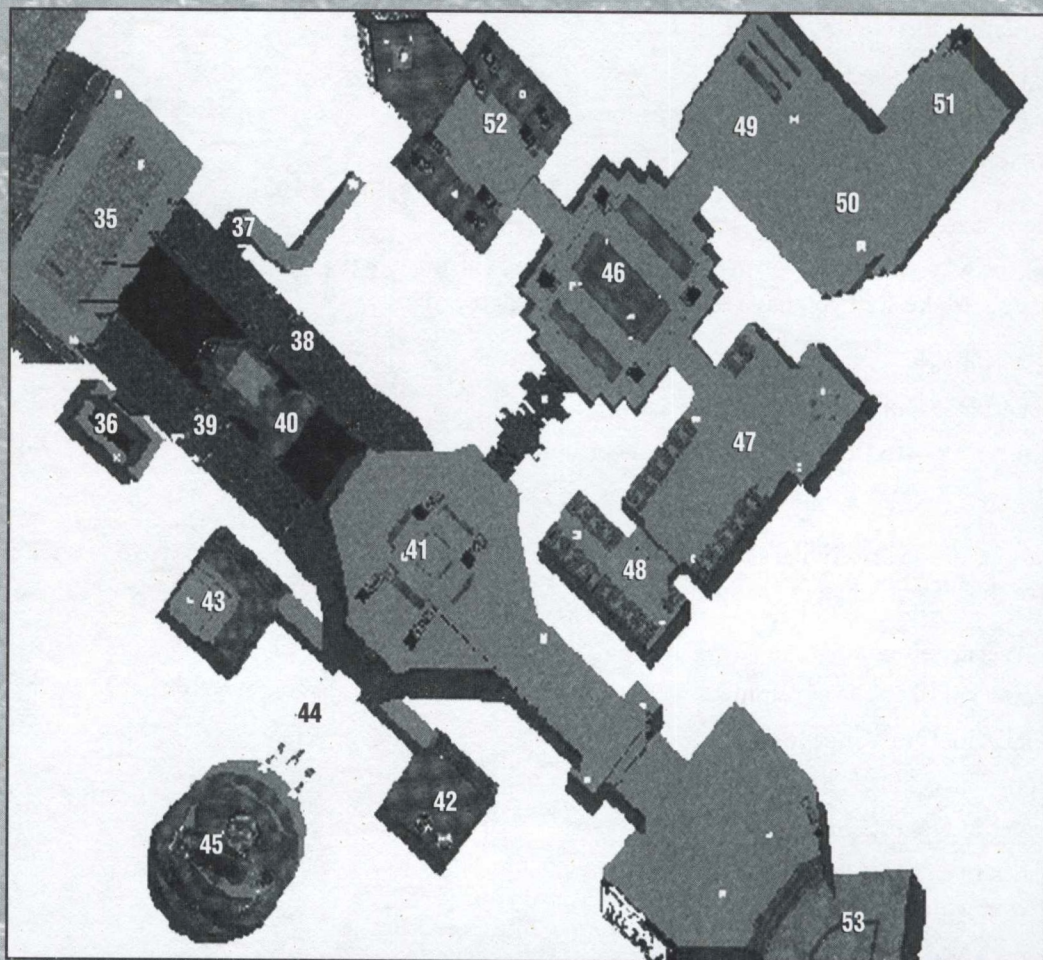
38. North Hall

39. South Hall

40. Refreshment

- Tayem Sigil blocking access to heal and restore gems (See Room 41.)
- Treasures: potions

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41. Gathering Hall

- A Clanfear here has a Tayem Amulet of Entry you want. Take it. You are the Chosen One.
- Seducer: Pauldrons of Heaven's Teeth

42. Storage

43. Study

- Coffers of Restoration

44. Hall of Fate and Time

- Tayem Sigil blocking access to Observatory and Sirran Angada.
(See Room 41.)

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45. Observatory

- Sirran Angada:

"Why have I been kept waiting? Lord Dagon will wish to see me immediately. The portents are most propitious, but a crisis is coming, and he will wish to take the tides at their flood.

This is unacceptable! This is but the calm before the storm. The tides of magic are at the remotest ebb. His Lordship **MUST** be prepared to ride them at their flood, or all may be lost!

See here. My name is Sirran Angada. I'm a mortal sorcerer. Listen, knave, and cease your prattle. My Lord, Jagar Tharn, the mortal Emperor of Tamriel, and your Lord Dagon are ordering affairs high above your counsel. Tell someone in authority that I **MUST** speak with his Lordship.

Yes, Tamriel **BELIEVES** that Uriel Septem still rules, but in fact, my master Jagar Tharn, has taken the form of the Emperor and rules in his stead.

Lord Dagon was instrumental in assisting my master in this imposture, and as partial recompense, my master has temporarily placed my not-inconsiderable skills in reading the vagaries of the magica tides at your master's disposal. And it is this very counsel that your master so earnestly desires **THAT YOU ARE KEEPING FROM HIM BY YOUR SILLY QUESTIONS.**

Listen. The fate of the Realms and all that is in them is affected by the ebb and flow of magica. Out there, in the Void, the Waters of Oblivion have receded far from the shores of the mortal and immortal realms.

If, by your feckless inanity and indolence, you fail to carry this message to Lord Dagon, and thereby squander the precious wisdom that might be used to shape the destinies of all the mortal and immortal realms, I believe Lord Dagon may use your mouth, and, indeed, your entire alimentary canal, as a fit and handy receptacle for his Terrible and Swift Sword of Destruction!"



Sirran Angada

46. Muster Hall

- Seducer: Greaves of the Winding Road

47. Mess Hall

48. Mess Annex

49. Barracks [Low Floor]

50. Barracks [Middle Floor]

- Seducer: Short Sword of Endless Woe

51. Barracks [High Floor]

52. Training Chamber

- Gate to Faydra's Vaults

53. Xivilai's Throne Chamber

- Xivilai Moath:

"Give me the gatekey or I'll slap you so far into Oblivion that when you get back your clothes will be out of style.

You've gotten this far against considerable opposition. Therefore, you are able to protect yourself. You are talking to us. Therefore you have something to sell. We will hear your plea—simple and direct. Then we will consider your appeal, or call your bluff.

Who gave you my neonymic?

I misjudged Faydra. I wonder how she discovered my neonymic? Very well. I shall require a oath to the Powers that you will never reveal the neonymic to another soul...

"You will never reveal my neonymic to any soul save myself; in return, you shall have the gatekey to Dagon's Hunting Lodge, and a secret safe conduct from my clan. Here is the gatekey. I shall issue orders to my clan immediately. I believe I shall comfort myself with the conquest of Battlespire, and be grateful to have you out of my way at so modest a price. And now, if you'll excuse me, my clan and I have some pressing business with Shardai clan and its honor-stained leader."



Xivilai

54. Imago's Keep: Low Floor

- Dodge the Daedra Lord here and sprint for the opening in the northwest blocked by a pair of Iya sigils. The openings are actually room-sized elevators. Only the northwest one goes to Imago's level; the others only go to a useless second level.

55. Imago's Keep: Middle Floor

- Nothing to see here. Keep moving.

54. Imago's Keep: High Floor

- Heal Wounds and Spell Points Gems.
- Treasure: potions
- Rude Daedra Lord you'll probably need to kill so you can chat with Imago in peace.

55. Imago's Chamber

- You need to put three keys into the green structure hanging in the center in order to activate the teleport gate near Imago. Imago gives you one, and you take one each from Xivilai and Faydra.
- When you talk to Imago, be polite and deferential, and you'll get along fine.
- Imago Storm:
"You think I am ambitious. My interest is purely in the welfare of the clan. Dagon's tolerance of the antics of Xivilai and Faydra, and his acceptance of the clanless Seducers into the inner counsels of

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our clan, are an unfortunate divergence from Dagon's otherwise prudent policies. It would be better if my Lord, and his most wayward lieutenants, were to take a short vacation while I restore Clan Dagon to its normal stability. Is that clear?

Faydra's clan represents the vital, but impulsive and undisciplined element of the destructive principle. Xivilai's clan represents the ambitious, but occasionally overreaching and imprudent side of Destruction. I, and my Vassal Lords, and the Dremora clan, represent the principle of Destruction as Evolution, aspiring to arts and powers of ever-increasing potency and aesthetic refinement. The Seducers are Masterless Daedra, cast adrift by the failed fortunes of their Lords, and recently accepted, much against my counsel, into Lord Dagon's service. Is that clear?

In taking Battlespire, our clan has overreached its resources and judgements. A time of change is coming — it is written in the firmament — and it is time to make fast and conserve our realm, not to extend our grasp. Battlespire is a rich resource, and will be coveted by the other clans. We do not need such distractions, especially as the Storms of Change come upon us. Is that clear?

Here's my proposal. I will give you the neonymics of Faydra, Xivilai — and Lord Dagon. Do you know what a neonymic is, and what it signifies? The neonymic gives me the power to banish a daedric creature into Oblivion.

You are correct in general. Actually, the incantation of the neonymic drains the vital force from an immortal, forcing him to follow that force into Oblivion. There one abides until the vital force is replenished. The experience is somewhat analogous to sleep for mortals. However, sleep is a normal experience for mortals. It is NOT a normal experience for an immortal. Suffice it to say that it is as close to the terror and despair of death as an immortal can come.

You will use those neonymics to cast them into Oblivion for the present. For reward, you shall have your life, and the life of your companion. When Dagon is cast into the Void, you may take his Amulet of Entry, pass into the Ward Sigil that hangs in his sanctuary, and thus be teleported back to Battlespire, where you may pass through his Sigil there and return to Tamriel. Does that satisfy you?"



Imago Storm

CRITICAL PATH WALKTHROUGH:

1. Arrive at the Entry Gate [Room 1], and head north to another Entry Gate [room 5]. Click on a pole to topple it into the gate and smash it open.
2. Go north through the main Courtyard [Room 6]. Near the north gate, click on a set of drums as the signal to open the north gate.
3. Go north through the gate and find a Daedra Lord. Chat with him, then defeat the fellow and take from his effects the Iya Sigil Amulet of Entry you'll need to reach Lord Imago.

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4. Go to the south gate of Imago's Keep. Click on the chest to the left of the gate to lower the drawbridge. Proceed inside.
5. When inside the Keep, look in all four corners for a passage guarded by an Iya Sigil. Enter this passage, which is actually an elevator up to Lord Imago's Chambers [Room 55].
6. Approach Lord Imago in his chambers and have a chat. Be polite. Ask to hear his proposal. He'll offer to give you the neonymics [secret magical names] of Faydra Shardai, Xivilai Moath, and Lord Dagon. If you agree to use these neonymics to cast all three into Oblivion, Lord Imago offers to reward you with your own life and the life of your companion. This is the best deal you are going to get; take it. Imago gives you a document with the three neonymics. Hang on to it for reference, since neonymics are in Daedric, a nasty little mouthful, and not easy to remember. Imago then gives you one of the three keys necessary to leave this level, and smugly tells you that the other two keys are in the hands of Faydra Shardai and Xivilai Moath, thus ensuring that if you expect to get off this level, you'll have to go through both of these big-time Daedric Lords and their followers to do it.
7. Leave the Keep and return to the courtyard. Go to the center platform, ride the elevator to the top, and press two buttons to open the east and west gates from the courtyard. Then proceed west through the open gate towards Ladygates [Room 14].
8. In Ladygates, click first on the northern mirror to go to the Barracks Commons. There, kill a couple of Hernes to acquire the Cess and Payem Sigil Amulets of Entry.
9. Return to Ladygates via the teleport then click on the southern mirror to teleport to Faydra's Throne Gate [Room 20].
10. Proceed north from Throne Gate to the Queen's Chamber [Room 22]. Chat with Lady Faydra. In dialogue, you must first ask for the key, then swear service, *or*, if you have neonymic, you can bargain with Faydra, then banish her. In either event, when you have the key, return to the courtyard.
11. Proceed through the east gate of the Courtyard through Xivilai's territory to Xivilai's Throne Chamber [Room 53].
12. Talk with Xivilai. Once again, you may either 1) Banish Xivilai to Oblivion with his neonymic, then retrieve his key, or 2) persuade Xivilai to give you the key if you'll refrain from using his neonymic to banish him. In either case, when you have the key, return to Imago's Chamber's [Room 55].
13. With all three keys in your possession, click on the structure in the center of his Chambers. When you've entered all three keys, the gate is open. Go to the teleport pad and leave for Level Seven.

THE HUNTING LODGE OF MEHRUNES DAGON—LEVEL 7

GOALS:

- Find and slay Dagon's bodyguard/paramour Dark Seducer, taking the Broadsword of the Moon Reiver.
- Defeat the Daedra Count on Large Island Three and obtain a scroll with the password "lehmekweh".
- Use password "lehmekweh" to lower a drawbridge, giving access to an arbalest which shoots a rope across to the Central Island.
- Defeat a Daedra Lord bearing the Lyr Amulet of Entry, giving access to the entrance to Dagon's Hunting Lodge at the summit of the Central Island.
- Within the Hunting Lodge itself, defeat a Daedra Lord bearing a Neht Amulet of Entry and a Daedra Count bearing a Seht Amulet of Entry, opening the path to Dagon's private chambers.
- Wearing the Armor of the Savior's Hide and wielding the Broadsword of the Moon Reiver, teleport into the presence of Mehrunes Dagon, confront the archvillain in dialogue, and cast him into Oblivion with a single blow, rescuing your companion and escaping from the Daedric Realms back to Tamriel.

BUILD AWARD POINTS:

You Win! That's your reward!

SCOUTING REPORT:

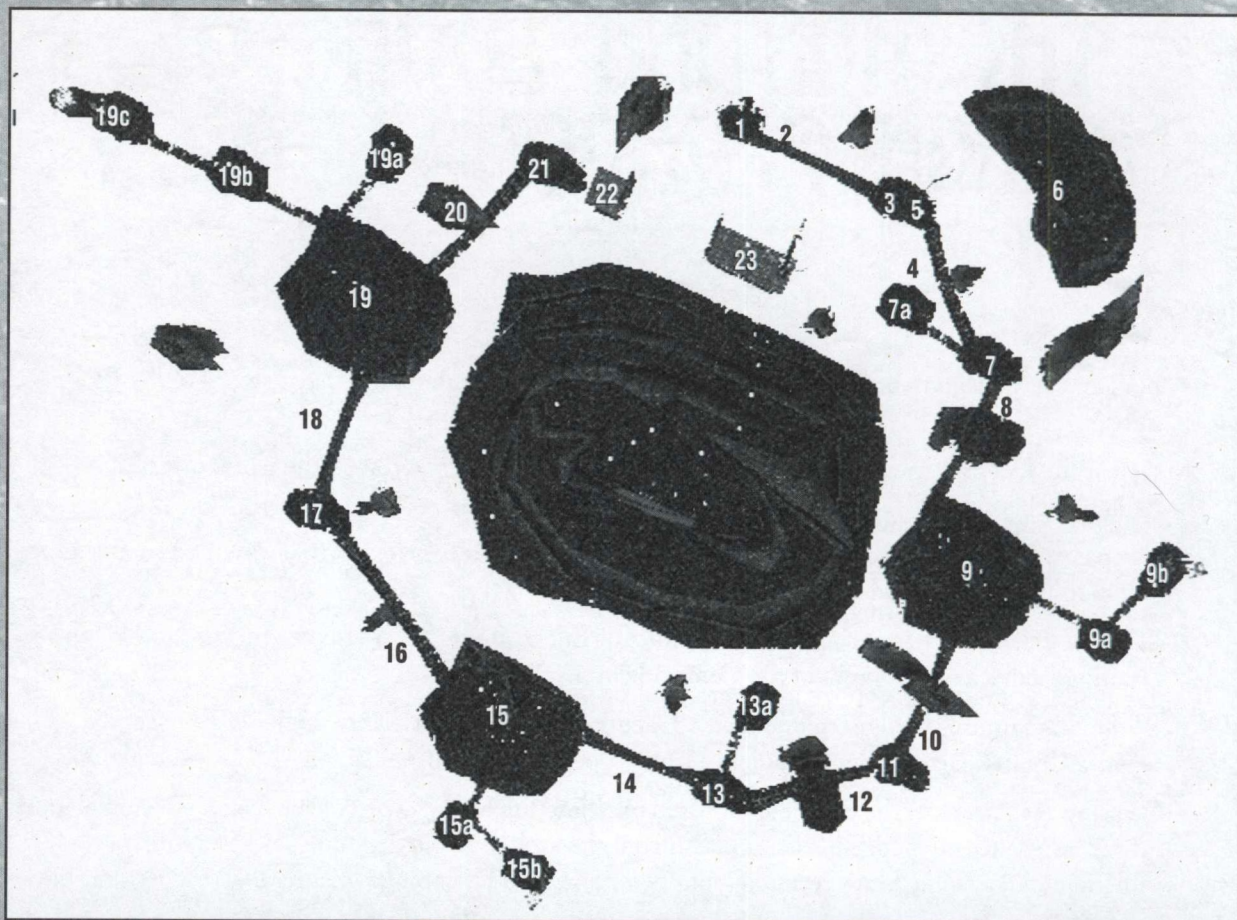
Dark Seducer

Wraiths

Daedra Lord

Daedra Count

Mehrunes Dagon



BLUEPRINT:

1. Entry: Small Island One

- Welcome to the Bad Place. Read the cordial note left for you by your unindicted co-conspirators, the Dremora. It sums up the situation nicely.
- Upon the central island is Lord Dagon's Hunting Lodge. Those who pledged their immortal spirits in return for services are bound here for Dagon's sport. These miserable wraiths are mad and malevolent, but in life each was proud and powerful. Seek their treasures: the Longbow of Heaven's Hail, the Boots of Peace, the Gauntlets of the Poor, and the Helmet of the Light Within. The Longbow casts arrows and spells with deadly accuracy. The Boots, once worn by a famed mortal warrior who had renounced the use of weapons, confer great skill in unarmed combat and feats of physical daring. The Gauntlets render the wearer resistant to magic, while the Helmet draws power

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from an opposing spellcaster and lends that power to its wearer. Some of these items are carried by the wraiths who possessed them in life; other items are hidden where the diligent might find them.

- A Dark Seducer, Lord Dagon's personal bodyguard and current paramour, carries the Sword of the Moon Reiver, a unique sword forged from Dagon's own substance. No other weapon has such power to do him harm. Seek her, vanquish her, and seize her sword, or your errand is hopeless.
- Entry to the Lodge is blocked by three great Sigil Wards. The Amulets of Entry for these Sigils are carried by Dagon's greatest lieutenants. They are terrible in skill and power, and protected from many weapons and magics — but you need these amulets to approach Dagon.
- Do not hope for aid from us in this place. This message is all we can provide. All else is arrayed against you in this place. Trust no one.
- Your friend is held in Lord Dagon's Hunting Lodge. Lord Dagon himself stands guard. Beware of a trap. Lord Dagon is well-served by many spies. And if you would have a chance against him, you must not fail of these things:
 - Gird yourself with the Armor of the Savior's Hide.
 - Arm yourself with the Sword of the Moon Reiver.
 - Trust in the power of secret names, and the aid of absent friends.
 - Put your hope in the shock of surprise, and the swiftness of desperate action.
- The obstacles you face seem insurmountable. Thus will Lord Dagon be wonderfully dismayed when you succeed.
- Beyond all hope, weigh daring against the odds, and courage against despair.

2. Stone Bridge

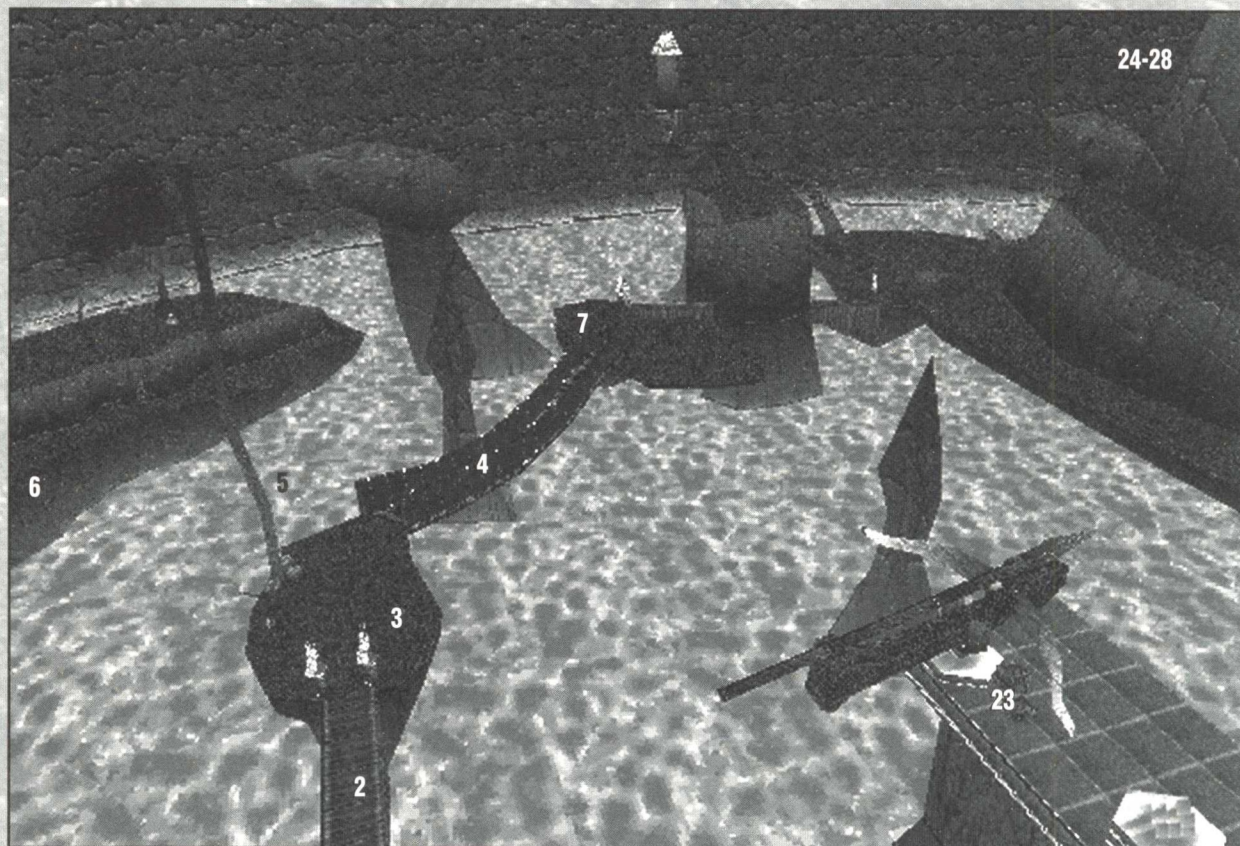
- Stone Bridges are Bad Bridges, because it is easy for your opponents to whack or blast you off them, plunging you into the lake of lava below. There are many more of these Bad Bridges to cross. You will want to have a Plan. One plan is to slaughter your enemies from afar with missile weapons or spells. An alternative plan is to scoot by opponents on bridges using Etherealness spells. A Good Plan is to drop a Teleport anchor now and then for a quick recovery from Mr. Lava.

3. Small Island Two

- See the Bad Wraith. He's got a Battleaxe of the Capering Clowns.
- See the Bad Dark Seducer. She's got doodly-squat.
- See also some nice potions.

4. Rope Bridge

- Rope Bridges are Good Bridges, because their rope railings keep you from rocketing off into the



lava when whacked or blasted. You want to do some up-close-and-personal fighting? Here's the place.

5. Tree Bridge

- The Tree Bridge is an Extra Bad Bridge. Click on it to knock it down, making a Very Unsatisfactory Bridge to the Seducer's Isle. First, press the "S" key for Stealth, which will slow down your movement and make it easier to creep precisely along the tree trunk. Second, be ethereal, or the clowns on the island will cheerfully pop you off the tree trunk with a few well-aimed spells. [Or murder the Seducer Isle clowns from afar with missiles or spells.]

6. Seducer Isle

- You must go here to get the Broadsword of the Moon Reiver from the Dark Seducer. You will also find some Daedra Lords with a Spear of Surpassing Hewing and a Battleaxe of Furious Surpassing Cleaving, and a couple of Blue Restoration Gems on the backside of the island.

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7. Small Island Three

- Mr. Wraith has a Crossbow of Surpassing Sureflight. He's not so tough.

7a. Satellite

- This Wraith has a Long Bow of Heaven's Hail. This is a very nice item.

8. Stone Bridge

- This Wraith has a Staff of Auricular Mastery.

9. Large Island One

- One Dark Seducer has a Cuirass of the Flea's Soaring. The other has a Staff of Rubicund Mastery. Get some nice Heal and Restoration potions while you're at it.

9a. Satellite

- Here's a Wraith with a Shortsword of the Sunken God's Watchmen.

9b. Satellite

- And here's a Wraith with the Boots of Peace, a Hugely Useful Item.

10. Stone Bridge

- This fine Wraith has a Staff of Percipient Mastery.

11. Small Island Four

- Say. Some Wraiths. Surprised? One has Gauntlets of the Architect's Touch, while the other has a Staff of Argent Mastery.

11a. Satellite Island

- Here a Wraith has Pauldrons of Soothing. He doesn't need them. Help yourself. And grab the potions while you're at it.

12. Rope Bridge

13. Small Island Five

- The Daedra Lord here must have sworn an Oath of Poverty, because he's got doodly-squat.

13a. Satellite Island

- This Wraith is packing a Staff of Emerald Mastery.

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14. Stone Bridge

- Here's a Wraith with Greaves of the Mischievous Paw.

15. Large Island Two

- This little Wraith has Boots of the Saint's Apprehension. Visit the Blue Gems for Healing and Spell Points.

15a. Satellite Island

- This Wraith has another pair of Boots of Peace.

15b. Satellite Island

- Here's a Wraith with Gauntlets of the Poor. They're for the poor, so don't expect much.

16. Rope Bridge

17. Small Island Six

- This Dark Seducer carries a Spear of the Niggling Things. Pick up a six-pack of potions while you're here.

18. Stone Bridge

- This Dark Seducer must have dropped her stuff in the lava.

19. Large Island Three

- Here a Daedra Count has a Shortsword of Surpassing Swiftblade. Also, if you hadn't purchased this Fine Hintbook, you'd have to kill this guy to get a scroll with the "Lehmekweh" password to open a drawbridge nearby. The Dark Seducer also has a Staff of Transcendent Mastery, if you're interested.

19a. Satellite Island

- This Wraith has a Shortsword of the Innermost Wastes.

19b. Satellite Island

- Here's a Wraith wearing Boots of Justice. You'll also find the ever-popular Coffin of Restoration.

19c. Satellite Island

- This Wraith has the Helmet of the Light Within.

20. Rope Bridge

21. Small Island Seven

- They must have run out of Wraiths here, but use the Blue Restoration Gems to tank up for the coming challenges.

22. Pier One & Drawbridge

- Click on the handle and enter the password “lehmekweh” to lower the drawbridge.

23. Pier Two & Drawbridge & Ballista

- Scoot across to the arbalest. Grab the potions nearby, then click on the handle to shoot over to the Central Island. (Don't let the nasty Daedra Lords on the Central Island blast you off into the lava before you get to the arbalest, or you'll scream in frustration.)

24. Outer Ramp

24a. North

- Here's a Daedra Lord wearing the Gauntlets of the Surpassing Horny Fist.

24b. East

- This Wraith has a Crossbow of the Sagacious Revelation.

24c. South

- The Wraith here carries a Spear of Subtle Springes.

24d. West

- Surprise! A Wraith who's your FRIEND! Sort of. This Wraith is apparently an agent of the Dremora, or a Dremora in disguise, or something, because he is waiting here to hand the Armor of the Savior's Hide to any hero daffy enough to have ditched his Armor of the Savior's Hide, despite all Old Man Chimere's admonitions. He DOES kick your butt, just to keep up appearances. Talk to him and tell him that OF COURSE you have the Armor of the Savior's Hide — or sheepishly admit you forgot the Armor. Then he'll go away and stop bothering you. Grab the potions nearby, and keep moving.

NOTE: This Wraith has a unbelievably silly number of hit points, just to keep methodical goons from slaughtering him. Talk to him, and get rid of him, or he'll be a huge pain in the butt.

25. Inner Ramp

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25a. North

- This Wraith has Boots of the Curlew. And don't forget the potions.

25b. East

- Here's a Wraith with Pauldrons of the Eyes of the Spider.

25c. South

- This Wraith has Greaves of Blacklight.

25d. West

- The Wraith has Gauntlets of Signal Honor. Grab the potions.

26. Approach Ramp

- This Daedra Count wears a Cuirass of the Snow Drake's Pelt, and carries the Extra Important Lyr Amulet of Entry. Get it. The Daedra Lord has Pauldrons of Iniquitous Sanctions, and may also have a Lyr Amulet of Entry.

27. Plaza

- This big flat spot in front of the entrance to the Hunting Lodge is going to be unpleasant. The seven Lyr sigils blocking access are no problem if you have the Lyr Amulet of Entry. Fortunately, none of these guys is carrying anything critical, so dodge through here with ethereal spells if you like. On the other hand, these guys ARE carrying loot you might wish you had. And, by the way, there are Blue Gems of Restoration to the right and left of the entrance.
- The Daedra Count has a Cuirass of Beebalm.
- The Daedra Lords have a Helmet of Wellweal and a Staff of the Stamp of the Leviathan.
- The Dark Seducers have a Spear of High Aspiration and a Battleaxe of the Star Road.
- The Wraiths have Greaves of the Leopard's Stalking, a Staff of Surpassing Smiting, a Crossbow of Eager Helpmates, and a Helmet of the Triton.

28. Facade and Front Gate

- Click here, and enter the Hunting Lodge.

29. Entrance Hall [Front Entrance]

- This Daedra Lord has doody-squat.

30. Side Hall

31. Mezzanine

- This Daedra Lord has an all-important Neht Amulet of Entry. Waste him, and grab the amulet. Then step around the corner and find a Coffers of Restoration under a bench-railing.

32. The Pit

- The Daedra Count has an all-important Seht Amulet of Entry. He must die. The Daedra Lord has doodly-squat, so he must die, too.

33. Ramp and Elevator to Sanguinarium

- In succession up this ramp, pass through the Lyr, Neht, and Seht sigils. Then pause a moment before the elevator. Wearing your Armor of the Savior's Hide? Every last piece of it? Because if you aren't, you die within instants of entering the August Presence of Mehrunes Dagon. Got the Broadsword of the Moon Reiver in your grubby little fists? Because if you don't you can't hurt Dagon. Got some etherealness spells or potions ready to cast as you ride up the elevator? Because if you don't, you'll have to contend with three butt-ugly Daedra Counts with lousy attitudes in the room upstairs. All set?

34. Sanguinarium

- Three Daedra Counts wander around this room and try to kill you a little bit. You don't want to fool with them. Just scoot through them and up to the big blue ball on the right as you enter from the elevator. You may have a hard time seeing for the haze of magic spell blasts filling the room. Click on the blue ball, which fires up a white cone of magical power around the teleport pad in the center of the room. Click on the white cone, and teleport into the private chambers of Mehrunes Dagon.

18. Secret Passages

- Nothing in here. Why? Because they're secret, I guess.

19. Dagon's Chamber

- Here's Mr. Mehrunes Dagon. Your companion is hanging on the wall behind him, protected by a Hefhed sigil, Dagon's own personal sigil.
- Stroll across to Mr. Dagon, close enough to whack him with the sword, or you'll be sad, and then strike up a conversation. Don't even think about making any deals. Mr. Dagon is a big fat cheater and oath-breaker. Tell Mr. Dagon that you have his neonymic, his protonymic, the Armor of the Savior's Hide, and Broadsword of the Moon Reiver. Mr. Dagon becomes less and less smug, and more and more furious. At last, you will call on Jaciel, who said she would come help you out if you called upon her, and exit the dialogue. Several images of Jaciel do appear at this point to distract

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Mr. Dagon, but don't stop to admire them. If you stand close to your companion and the Hefhed sigil before you start the dialogue with Dagon, you'll get a brief glimpse of several Jaciels appearing just before you whack Dagon with the Broadsword.

- After you exit the dialogue, you have about three seconds to swing and hit Dagon with the Broadsword of the Moon Reiver. Dally, and die. Strike home, and watch the cinematic ending.
- After the cinematics, three messages on scrolls provide a denouement:

From "The Chronicles of Janisiere":

"...and the Emperor then commanded to bring forth the two champions who had served him so well, who knelt before him and received his blessing. He bid them rise and said to them, 'Let all present know how these two have served their Empire, for had not Jagar Tharn been robbed of the support of the arch-fiend Mehrunes Dagon and his fell minions, then Ria Silmane and her champion might never have revealed Tharn's imposture, and long might the rightful emperor have languished imprisoned in Dagon's dark prisons within the Void.' And he then made them great presents of land and chattels, and raised them up among his counselors, and conferred upon them offices of great importance in his Legions."

From "Private Proceedings of the Imperial Commission":

"Reinvestment of Battlespire is neither feasible nor desirable at this time. The open provocation and sweet temptation this installation presents to the Daedric Powers is obvious from recent events, and the installation is of no significant value to the maintenance of the Pax Imperia. In light of recent turbulence in the Border Provinces, and considering more pressing demands upon the treasury, we recommend that the gates to Battlespire be sealed indefinitely."

From private correspondence of Julianos Cennan, Chamberlain to Uriel Septim:

"The Emperor questioned the heroes closely. One said that, when struck by the enchanted sword, Dagon appeared to have been sucked away and compressed into an ever-smaller volume, and then to have disappeared. The Emperor then inquired among his counselors how long we might be free of the Prince of Destruction. Their answers were various, hopeful, and unpersuasive. 'You have done all that might be done,' sighed the Emperor, 'but Oblivion cannot long hold Dagon, and when he returns, he surely will count us among his most-cherished enemies.'"

CRITICAL PATH WALKTHROUGH:

1. Arrive at Small Island One [1]. Read scroll to review. Gaze around at the glorious vista. Look south to a double drawbridge, then beyond to a very large central island with trails winding up around it.

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That's where you are headed. But first you have to waltz ALL the way around, hopping from island to island and from nasty fiend to nastier fiend.

2. Go to Small Island Two [3] [northeast quadrant]. Push aside a boulder and push down a tree, making a bridge to Seducer Isle [6]. Go to sneak mode, jump up on the fallen tree, and walk across to Seducer Isle. Spell attacks will knock you to your doom unless you are real quick, or ethereal, or otherwise spell-protected. Kill the winged seducer on this island and take her Sword of the Moon Reiver — the only weapon that can harm Dagon. Heal Spell Point and Health gems at the northeast edge of the island are happy things, and shooting down at bad people from above is sissy, but smart. When you have the Sword, scam back to Small Island Two.
3. Wade through Wraiths, Dark Seducers, and Daedra Lords, heading for Big Island Three [big island to the west], where you murder a Daedra Count and take a scroll with the password "Lehmekweh."
4. Keep wading through bad guys to Pier One & Drawbridge [22] [small island almost full circle around to the starting point in the northwest]. Click on the plunger above a stone block and enter the password: "lehmekweh." Scoot across the lowered drawbridges.
5. On Pier Two & Drawbridge [23], hop up to the BIG ballista and click on the lever. WWHOOSH! Sail over to the central island with the ballista bolt.
6. Now you stand on a ramp. Head east and follow the winding ramp twice around the island. If you don't have all six pieces of the Armor of the Savior's Hide, speak with the Wraith on the far southwestern edge of the island, admit you don't have the armor, and he'll give you the whole set. After you've made your second circuit, ending up on the north side, a Daedra Lord on the ramp up to the entrance plaza has a Lyr Amulet of Entry you need. Unfortunately, there are two or three Daedra Lords here, so you may have to kill a couple to get the amulet.
7. Now you have everything you need from the grounds of Lord Dagon's hunting lodge. Head up to the Plaza, where a wall of warding sigils, Wraiths, Seducers, Daedra Lords, and Daedra Counts block your path to a door. Smart adventurers will clear off the Plaza so they can always pop back out here to take advantage of the Restore Health and Restore Spell Point gems near the door. Superheroes with plenty of health and spell points, and plenty of potions and magic items to recover lost wounds and spell points, will saunter through the bad guys and in the door to confront Dagon.
8. Inside Dagon's Hunting Lodge, agitated Daedra Lords and Counts start blasting and whacking on you. From the entrance, head southeast up the stairs to the Mezzanine [31] and kill a Daedra Lord to collect his Neht Sigil Amulet. Then take the door north to the Pit [location 32], and kill a Daedra Lord to collect a Seht Sigil Amulet.

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9. When you have all three Amulets of entry [Lyr, Neht, and Seht], head up the Ramp [Location 33] through the warding sigils to the View. From the View, take an elevator up to the Sanguinarium [34]. Before you ride up in the elevator, make sure you have the following equipped: all six pieces of the Armor of the Savior's Hide, and the Broadsword of the Moon Reiver in hand. By the way, those of you who took Disadvantages forbidding you the use of swords or armor - don't worry. You CAN equip and use these special goodies, regardless of your character's Disadvantages.
10. As you ride up in the elevator, cast all the protective spells you can and be prepared for an Ugly brawl with three Daedra Counts. Or, if you're a sissy, keep an Etherealness effect running and run right through the Daedra Counts. In either case, go click on the blue sphere to the right to summon down a teleportation cone. Scoot over and click on the white cone and be teleported to an audience with Lord Dagon.
11. Because you wear the Armor of the Savior's hide, you are not instantly fried. So go talk to Dagon. You may be offered an opportunity to save yourself by serving Dagon. Don't even think about it. You get to gloat a bit about having Dagon's neonymic AND protonymic, and about having the Broadsword of the Moon Reiver - all of which comes as an unpleasant surprise to Dagon. Then, at the end of your dialogue, you get to summon Jaciel Morgen, who promised she would come in your hour of greatest need. Your dialogue with Dagon ends at this moment, and you have only a few seconds to whack Dagon with the Broadsword of the Moon Reiver. Move too slowly, and you lose. Move quickly, and sit back and watch the final animation. Congratulations. Lord Dagon is going to be out of action for a couple of historical eras, and you and your rescued companion can use the handy Hefhed Sigil nearby to teleport back first to Battlespire, and then back to Tamriel.



OUR FAVORITE CUSTOM CHARACTERS

Everyone has their own ideas about what a “perfect” Character Class should include. Some of us like to sneak around discovering our possible options, while others like to go in with swords and spells blazing. While both are quite viable options in Battlespire, they’re definitely two totally different ways of playing the game. This chapter consists of four different Custom Classes, each created by a different member of the Bethesda Softworks team. They are in totally random order, and each class has its pros and cons. Use these guidelines to create one of these character classes for a new twist on the game, or peruse them for insights and hints when creating your own “Perfect” character. Whatever you do, have fun and play hard.

Special Thanks to: Don Nalezty, Bruce Nesmith, Gary Noonan, and Kurt Kuhlmann

MY “PERFECT” BATTLESPIRE CHARACTER THE ARCHERMAGE

The goal of this character is to avoid direct combat if possible, but be tough enough to survive a slugging match if necessary. This character is a mix of weapon skills and spellcasting skills. I usually choose Redguards for the weapons bonus (+10 in both Missile and Long Blade), which will be two of my character’s main skills.

I first choose my spells, which will determine the magic schools I will need. The two basics are Cause Damage and Healing. Ethereal is essential for avoiding trouble or letting spellcasters use up their spell points harmlessly. I also enjoy Monster Summoning – let someone else do the hard fighting, then mop up whoever’s left with missile fire. I therefore need Destruction (most important), Thaumaturgy (second importance), and Restoration (least important).

Now I select my skills. Missile is my most important skill, followed by Destruction and Long Blade (or whatever weapon you prefer, it doesn’t

matter). Put Missile and Destruction at 50 (with the Redguard race bonus, this gives me a 60 Missile skill), and Long Blade a bit less, 35-40 (+10 race bonus). With these as my primary skills, I can see I will need to concentrate on Intelligence, Agility and Willpower, with a decent Strength as well (say 60/60/60/55).

I take Thaumaturgy and Restoration as my Major Skills and leave them at 20. The rest don't matter, since I drop them all down to 5 for points to use elsewhere. For more points, I drop my Personality down to around 25 (leaving some room for Restoration to advance with use during Level 1). I also gamble a bit by dropping my Luck down to 40 or so. Hasn't seemed to drastically hurt me yet...

The only advantage I take is Increase Magery x3 INT. I eliminate all but Missile and Long Blade, and drop my allowed armor down to Ebony.

I like to buy the best bow I can, and you can never have too many arrows. Then, I take a decent sword and put the rest of my points into hit points (at least 75).

A WOOD ELF CHARACTER

I start with a Wood Elf character, primarily because of the excellent bonus to missile skill of 15, and the 15 bonus to jump and dodge always makes life easier.

I then pick the class of archer as a base to build the perfect Battlespire survivalist, after all the goal in its simplest terms is to survive and escape. Everything is geared toward survival.

I rearrange the skills a bit to suit the needs of a character bent on surviving. Other than missile, I remove all weapon skills from my Primary, Major and Minor skills. I like to shift Restoration up to a Primary skill to ensure those cure health spells aren't too expensive. Then I do what at first seems very counter intuitive, but pays off after a bit of hard work, I reduce all my skills other than Missile and Restoration to 5%. These I set to somewhere around 30%. I like the idea of a character with very few refined skills, as most will be developed during our journey, but rich in raw abilities.

I focus on the abilities that are going to give the maximum benefit to my character's skills. Agility is the prime ability for Missile skill so I usually up it to the max. of 75. Strength is important for lugging around all those arrows and armor you'll be using and it effects how much damage you do, increase it up a bit to 55 or 60.

Willpower is going to be very important when you run into magic-using creatures as it is the governing factor in just how effective you are in absorbing spells. You can leave it at 50 for the first few levels or increase it to 60 or more if you want a little more insurance against those spell-casters. Intelligence, Personality and Speed are fine around 50.

For those abilities that are not as important to the initial character, I lower the scores dramatically. Endurance is an absolute necessity for holding your breath, but not until level 3 and later so you can afford to drop it down to 30 knowing it will be raised next time you go up a level. Luck on the other hand is fine at the minimum of 10 if you're really in the spirit of things. After all how could you possibly have worse luck than to be trapped in a training simulation that's no longer a simulation with a horde of Daedra hot to kill you. This obviously has a bad effect on the character, but not devastating. You'll be cursed with dropping your weapon constantly and few if any critical strikes and a distinct lack of successful saving throws... okay, 10 is really too low, so at the last moment after everything else, I usually spend points to raise it up to the mid twenties.

When it comes to modifying character spells I always add Dispel Magic. This spell is a must for removing nasty spells such a Continuous Damage, but the real payoff is in identifying items. If you use a magic item and it doesn't send a sputtering ball of nastiness off towards your enemies, then chances are it's done something to your character. Cast dispel magic and a nice little list of all the spells affecting you pops up. You can then note what the spell effect is and dispel it if it's bad. I often add Vampiric Drain, because I know it'll be a cheap offensive spell due to my high Restoration skill. Be certain to that your character has the Cure Health spell, as potions can be hard to find.

Equipment is a nice place to gain a few points, I get rid of everything other than the best bow and all the arrows I can find. If the armor is an exceptionally good value I'll get some but generally I plan on finding that stuff in the game. The only magic items I choose are clothing items that heal and restore magic points. Magic weapons and armor deteriorate as quickly as mundane ones and you risk the weapon breaking before you've used all of the magical charges.

Now comes the area where I really spend the points; Advantages and Disadvantages. I usually forbid the use of all weapons other than missile weapons; the further I am from my enemies the healthier I'll remain. A

javelin can be used in melee in a pinch, so I don't worry too much about not being able to use anything else.

I make certain my character is able to equip all armor and usually all materials as well, but sometimes a good place to get a few hundred extra points is to give up the use of Daedric and orcish goods.

All the armor and arrows in the world are not going to save you from an adept magic user with a few good distance spells. My approach is to select Spell Absorption and a few magical resistances to increase my chances of surviving those magical encounters. Rapid Healing makes all healing spells and potion more effective, so I generally select it. Of course a healing spell won't help much if you can't cast it for lack of spell points, so Increased Magery of 1.5 or 2 really helps.

The final touches are to add any remaining points to the ability Luck and skill Missile. The first level may be tough, but the trick is to take it slow and improve your various skills through use. When I do finally make it through a level, I spend the majority of my points on abilities. Skills actually increase during gameplay, so why bother wasting points to increase them? The skills you use the most will increase the fastest, so if you have a focused approach to the game you'll advance quickly. Use that bow to avoid personal confrontation and be certain to set Cure Health on a hotkey to survive those encounters that can't be resolved at a distance.

THE "PERFECT" BATTLESPIRE CHARACTER: DEATH KNIGHT

The perfect Battlespire character must be one who has an attribute in every aspect of survival. This character class will be known as the Death Knight. In the Death Knight's case, kill or be killed is rule number one. The death of all his foes is his only justification and their loot is his only reward.

To begin with, I chose the Nord race for their strength. A strong character will be able to wield a weapon of great destructive power.

Next, I select New Class because heck, no one could possibly ever want to use a Stock Death Knight in their game. I mean, a Death Knight is in it for the most kills anyway. It's a bloodbath, and some class has to do it.

Ok, now to the good stuff. First I knocked down some of my regular attributes. I took my Personality down to 20. No need to make friends in a world like this. Luck was shot down to 30 since just being here is pretty symbolic to how your luck is. Intelligence was reduced to 10. You don't need smarts to kill. Now, with some of the points you just saved from deductions, boost your Strength up to 65. Feel them muscles ripple? Good.

Now, in your Primary Skill Bonus area, select Long Blade 60%, Missile 30%, and Destruction 50%. Select Critical Strike 20%, Jumping 20%, and Dodging 20% in your Major Skill Bonus. Finally, in Minor Skill Bonus, add Swimming 15%, Stealth 15%, Hand to Hand 15%, Axe 15%, Thaumaturgy 15%, and Restoration 15%.

Moving along to Equipment, you want to select a sturdy Long Bladed weapon. I chose an Elven Broad Sword. The Claymore looked pretty tasty, but costly too. Wait for that better weapon, for you will find plenty in the Battlespire. As a backup weapon, I went for a Mithril Javelin. This will be handy when you lose access to the primary weapon. It will also boost your Missile Skill which will come in handy for a Bow or a Crossbow. Ok, we have our killing tools, now let's get more handy skills.

Go to Spells and grab The Cause Damage spell. It's always nice to cast a fireball or an ice bolt into a foe's path. Use your spells VERY sparingly however, spells can be very costly in spell points. More spells will be acquired in gameplay.

In Advantages/Disadvantages I decided it would be best to build up some defenses against those magical baddies. First, I Forbid myself to use Blunt Weapons. No bashing tools for me. With some of my new points, I pick Resist Fire, Ice, Shock, Magic, and Poison. This will help against some of the spell effects when I'm dicing up a magic critter. Then I selected Rapid Healing so I could heal up faster than the ordinary person.

With any points I had left, I invested them into my Primary Missile Skill, Intelligence, and Wounds. This may only be a few points but they all make the difference.

The Death Knight is a character that is not for the squeamish. One must be prepared to go head to head with hordes of beasts, face first into a heap of fireballs, and mindlessly leaping into almost certain death, only relying on blade and the occasional fiery burst from your fingertips. The big trick in Battlespire is SAVING OFTEN.

Only the chaotic and bloodthirsty need apply.

MY "PERFECT" BATTLESPIRE CHARACTER, THE SAMURAI

A character should have a theme. Pick a few of major concepts and stick to them. This character is built around his sword, the Cure Health spell, and spell resistance. I will sacrifice most things that do not relate to these concepts.

Before you can even select a character, you will need to select a race. For this character, I choose High Elf, because they get bonuses to both Long Blade and Restoration skills, which fit his theme.

Now it's time to actually build the character. Lets start on the advantages/disadvantages section. Pick one class of weapon for your character to use. I prefer long blade because the claymore does more damage than any other weapon. I click off the Short Blade, Axe and Blunt weapons. I always keep Missile weapon skill.

Next up is the metal type. The type of metal of an item determines how long it takes it to break. However, you only get the high quality metals on the last levels, where they do you the least amount of good. Therefore I roll back metal type a few notches, say to Ebony, to get a few more points. On the advantages side, I consider Regenerate Spell Points and Rapid Healing to be must-have selections. Rapid Healing is expensive, but worth it. Regenerate Hit Points is not needed, since you can cast Cure Health an infinite amount of times with regenerating spell points. While you are at it crank up the Spell Points to at least 2xINT. I usually go for broke and make it 3xINT.

I usually select Athleticism and Adrenalin Rush just because they are cheap. Who can argue with improved combat ability when your hit points are low? Athleticism allows me to not waste points on Jumping and Swimming skills later on.

Now to spend some serious points. I like to select Resistance to all five types of magic. In the later levels of the game you get hit with a lot of spells. Being able to shrug off a few of them is well worth it. Unfortunately, immunity is too expensive or I would choose it instead.

Lets go back to the main screen. Pick your spells first. Try not to pick spells that span many different schools of magic. I prefer to take Cure Health (which will work well with my advantages), Vampiric Drain (which also uses the Restoration school), and Shield.

Don't bother starting with any equipment or magic items. I consider it to be a waste of points for stuff I will pick up in the game. However, I do make sure I have a Hand-to-hand skill of at least 15% to tide me over. You can punch out the Scamps, which will increase Dodging, Critical Strike, and Hand-to-hand skills. Don't take on Vermai or Dremora until you find a sword and a bit of armor.

Hit points should never be less than 75. I usually start with 80. This is your life blood, don't skimp on it.

Now it is time to select skills. Pay close attention to the attributes they are dependent upon. You want to select skills that only use half of the attributes. That way you can mine the remaining attributes for points.

Primary skills for my character are Long Blade, Dodging, and Restoration. Major skills are Critical Strike, Alteration, and Missile. The secondary skills are the remaining spell casting schools, Hand-to-hand and Swimming. I don't need the other weapon skills, I can't use them anyway. I don't need Jumping because I have Athleticism. In fact, I usually decrease Swimming to regain a few points.

Each skill has an associated attribute. For this character, STR, INT, SPD, PER, and AGI are most important. I lower WIL, END, and LUC to 40, or even 35 to regain some points. Don't bring END down too far, you'll regret it on level 3 when you need to swim a long distance underwater. I increase STR, INT, SPD and AGI to at least 60. Remember, your skills cannot increase beyond their associated attribute. Since spell casting skills are the most difficult to raise, I don't bother increasing PER. By the time my restoration skill gets close to it, I'll have gained a level or three and will use those points to increase PER.

With the remaining points, I increase the most important skills, namely Long Blade, Dodging, and Restoration. I want them to be at least 45%. I also spread a few points on the major skills (Critical Strike, Alteration, and Missile).

When you start playing this character, be patient. You will have to kill Scamps with Hand-to-hand combat, which can get tedious. Just remember though, this is an excellent way to increase your Dodging skill. Avoid all other types of monsters until you get a sword. Once you have that sword, you'll be fine. Cast Cure Health a lot, to increase your Restoration skill. Be willing to rest for a while in safe areas to allow your spell points to regenerate. And SAVE OFTEN, which is a smart rule for all games.

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